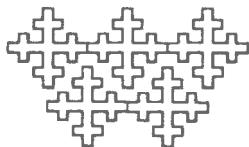


The Elder Scrolls



Player's Guide



BETHESDA SOFTWORKS™

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THE ELDER SCROLLS

The Arena

Talin awoke in the darkened cell, his head pounding from the blow it had received. A single candle guttered and flamed in one corner. Occasionally the clink of chains could be heard as they swung in a slight, fetid breeze. He knew where he was now. It came back to him even as he struggled to his feet. Fighting off the nausea he made his way to a crude stone bench.

I have been taken by the Emperor, but for what? His thoughts were interrupted by a low moan that came drifting down the corridor outside his cell door. Suddenly he was glad for the obvious strength of his cell door. I have been left to die, he thought incredulously. They did not even bother to strip me of my possessions. Indeed, upon self examination Talin found that he still carried his dagger and his pouch of money. It seemed that the Emperor had no fears of his escape. And why should he? He did a quick circumspection of the room, finding that except for the slime covered walls and floor, no water or food had been left. A slow death indeed.

Suddenly the air near the center of the cell seemed to brighten, slowly coalescing into a globe of brilliance. Talin fell back, shielding his eyes from the glare. The light receded, and in the purple afterimages of that burst he could see the shimmering form of a woman floating, her body draped in gossamer and blown by an unseen wind.

"Do not fear Talin, for it is I, Ria Silmane."

Talin looked on in shock as the figure of his friend took on form and substance, though somehow it did not seem to lose its edge of ethereality. "Ria! What in the name of the Lady has happened?"

Ria's face seemed etched in grief, drawn by a sadness he could not comprehend. "Talin, do you remember the last time we saw each other? It was at the Mid Year's festival. I fear that is where the evil took form."

"What happened to you?" Talin asked in a shocked whisper. He had known Ria since he had been summoned to court to learn under her tutelage the ways of Sorcery. Ria had been the senior apprentice to Jagar Tharn, the Imperial Battle Mage of Tamriel.

"I am dead, Talin. Only my powers keep me in this form, though the pull to the afterlife is strong. I can resist, but only for a time. It is imperative that someone know the truth; that someone stop the evil which has struck from the heart of the Imperial Seat."

Talin sat down once more, his legs seeming to no longer obey. Left to die in a cell, my friend already dead? What has happened to us all?

"The Emperor is not who he seems to be, Talin. He is in fact, Jagar Tharn. The true Emperor was captured by Tharn and shifted to another dimension, a prison in which time runs much slower than on this plane of existence."

Talin looked up, his face a mask of shock and outrage, "But what of the Amulet of Kings?"

"The Emperor is not dead. Only in the event of his demise would the Amulet warn the Elder Council. Tharn was meticulous in his planning. With time in the dimension in which the Emperor has been imprisoned running at a fraction of what it does here, it will be centuries before the true Emperor dies. And when he does, who will care? Those people will have seen the glorious rule of Uriel Septim VII end generations in their past. Tharn must be stopped, here and now." Ria's face had a resolute set, one that if Talin had noticed, would have sent shivers of foreboding through his body.

Talin looked around, "Why are you here? I am but one, and not skilled in much of anything. Why not go to General Warhaft, or the Imperial Guard?"

Ria shook her head, "They have been captured along with the Emperor, and Tharn has transmorphed others to take their places, those who are loyal to him only. I cannot trust anyone else with this Talin. As you said, Tharn will not search for you as he would someone he considered a threat. Most of them are dead already. You can see the disdain the Wizard has for you, not bothering to even bind you in this cell. He does not see you as a threat, and in that arrogance he has made his first mistake." For the first time the ghost of Ria Silmane smiled, and to Talin it was as if the sun had come from behind a cloud.

"I wish to escape, that is sure. Beyond that I know not what I can do, Ria."

"Take this," at Ria's gesture a ruby key flashed into being in a niche in the northern wall of the cell, "it will unlock the cell door. You are in the sewers of the Imperial City. If you make your way west, then south, I can effect your escape."

Talin thought a moment, "It will not do to have me surface in the City itself, for I would be quickly captured. I think it an uncommon occurrence to see a man pull himself through a grating on a city street. The guards at the least will have questions, ones I will be unable to satisfactorily answer."

Ria smiled again, "I am not as helpless as you may suppose. Even in this form I am able to work my magic, but to do so depletes the energy I use to remain on this plane. Your escape however is paramount to all other considerations. Get to the south-west corner of this sewer. There you will see a Shift Gate. It will transport you to another city, where you will appear inside their city gates. Teleportation between cities is common enough, I doubt you will come under scrutiny. With that you will be far enough from the center of the Empire to begin."

Talin felt a faint fear gnaw in the pit of his stomach and he whispered, "Begin what?"

"Your training, of course."

There was an uncomfortable silence as Talin looked at his friend. He did not entirely trust his ability to help her; to really make a difference. The alternative however was to allow the man who had killed his friend to continue the charade. Talin was not one to let a lie go unanswered. Ria concerned him however. Even now he could see the fringes of her form dissipating, and her face took on a worn and lined expression, as if she were tiring. He did not relish the idea of being alone in this, not knowing who he could trust. "Will I see you again?"

"If you survive these sewers and escape, I will come to you again. There is much I must investigate first so that we may find a way to free the Emperor from the dimension in which Tharn has placed him. Only by his release will the truth come to light. Remember Talin, Tharn has taken on the form of the Emperor, and no one will gainsay his word for yours. Had I been able I would have appeared to the Elder Council, but my body lies close by, forgotten and decayed. In this form I cannot travel far from my mortal remains." Ria looked down, her once wheaten tresses hanging limply as the ethereal wind diminished, "I cannot come to you again as I have now. It takes energy I dare not squander."

She reached out and touched Talin on the forehead. He felt a slight tingling, like an itch behind his eyes. A moment later it was gone. "I have linked us so that I can appear to you regardless of the distance, but I will only appear to you henceforth in your dreams. The way is safer and less costly. It is very important that you rest now and again, when you are safe. It will only be during those time that I can reach you." Ria looked into Talin's eyes, "You are entering a dangerous arena, my friend. One in which the players are beings beyond your mortal comprehension. I see in your destiny the ability to transcend. There is a power within you as yet untapped. Look for me when you have gained some experience in the world. You are my last and best hope, Talin."

Before Talin could respond the form of Ria faded from view. In the deepening gloom Talin could feel the icy fingers of fear creeping slowly back into his flesh. Then the glint of ruby caught his eye. He walked over to the niche and picked up the key. It felt warm to the touch, and strangely comforting. He thought about his friend Ria, dead now though she clung to unlife for the sake of justice. He thought about Jagar Tharn, who had killed his friend and attempted his own life. Such evil could not be permitted to grow, or go unchecked. Looking about the cell his purpose became clearer, as if his ruminations had opened a door to the beginnings of understanding. Perhaps Ria had ensorcelled the key to produce this reaction, he knew not, but a litany from his old Armsmaster came to mind and he whispered, "Given the outcome of certain death, die with a blade in hand."

The cell door was a massive construction of iron and steel. He paused only a moment to listen. The moaning was gone, but from the darkness he could hear dozens of tiny claws skittering and scratching the damp mossy brownstone. Occasionally red eyes gleamed out at him. Talin inserted the key to the lock and turned it. With a groan the mechanism released and the cell door swung open on rusty hinges. Despite the noise nothing flew out from the darkness to attack. It was as if the sewer itself had decided he was no threat, and turned its back on him. "Tharn," he thought, "you will not escape me so easily." Grabbing the candle from its holder Talin drew both breath and dagger as he ventured into the darkened hall...





The Quest
To rescue the
Emperor from the
dimension in which
Jagar Tharn
has imprisoned him,
by recovering the
eight pieces of the
Staff of Chaos.

Designer's Note

Remember the old pencil-and-paper RPG's? The limits of your adventure were only defined by your own imagination. The dungeon master didn't force anyone down a particular path (if he knew what he was doing) but instead allowed the players to explore the world he had created. If you wanted to stay in the town and become a local hero, fine. If instead you wished to step into the shoes of a starship Captain and save the universe, that was also fine. A good DM had lots of imagination, and all the answers. The players provided the adventure.

In *The Elder Scrolls*, we have strived to put the fun back into role-playing. We have given the world many areas of exploration, over four hundred places where death can be dealt in new and exciting ways. It is a place where those of you who love combat and spell casting can earn fame and fortune by proving your prowess in battle. Among the hundreds of quests present in the world, the opportunity to save the Empire is there, for those who are brave or foolhardy enough to seek it out. We plan to dedicate further expansion and adventure modules to giving people new areas to explore or other mysteries to solve.

In *The Elder Scrolls* there is no absolute right or wrong. We have always held that the idea of "good vs. evil" is a bit cliché, however effective it may be for running a story. Things in the real world are rarely black and white. We did include an overall quest for those of you who wish to participate in the never ending battle of Light vs. Darkness. Failing this, however, only means that particular character or adventurer has met an unfortunate end, not that the game is over for the dozens of other characters you might otherwise have chosen to play. If you wish to become a thief who robs innocent nobles, fine. If you wish to play a warrior who makes it his mission in life to kill these thieves, that's fine too. All we did is give the computer all the parameters of the Land, from NPCs and their motivations, to monsters and their treasures, to nobles and their quests. The rest is up to you.

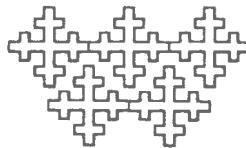
The quest outlined in the introduction is to rescue the Emperor from the dimension in which Jagar Tharn has imprisoned him, by recovering the eight pieces of the Staff of Chaos. Learn the world and its ways well, however, before you journey down this road. The Arena can be deadly to the uninitiated. Explore as often as possible, perhaps using the many crypts and forgotten lairs around

the land to hone your skills. This will give you the experience necessary to win against stronger and tougher adversaries later in the game. I suggest you pay attention to any dreams or messages you may receive. The information contained in them can be very valuable, even necessary to complete the final quest successfully. There are many tests of character in the quest to recover the Staff of Chaos. The eight pieces of the Staff are the only way to open the gate to the world in which the Emperor has been banished. Bide your time and gain experience. Neither the Emperor nor the pieces of the Staff are going anywhere...

Creating a CRPG for the first time was a sometimes frustrating, always exciting, and wholly enjoyable process. Many nights were spent discussing different aspects of the game, trying to make sure that you, the consumer, would get to journey within in the most realistic fantasy environment possible without being forced into yet another boring world (any of us can do that by just looking out the window). Our commitment and goal was to create the strongest fantasy role-playing game possible. It was very important to us that the people who bought TES:Arena got as much enjoyment out of playing it as we did creating it. As with any creative endeavor however we know that we do not have all the answers. Your feedback on TES: Arena is very important to us. We invite your letters, suggestions and comments, so that together we may make future chapters of The Elder Scrolls as good as they can be.

With that said, may your sword be sharp and your spells close at hand, for your adventure begins here...

*VJ Lakshman
Chief Designer*





Installation Guide



Installing the Game:

To install the game place disk #1 into your computer's floppy drive, then type the drive letter corresponding to that drive. Once the onscreen prompt shows you are logged onto the drive in which you placed the Arena Disk #1, type **INSTALL**. Hit the **ENTER** key on your keyboard. Follow the onscreen prompts to install the game.

Example:

If you have a 3.5" floppy drive called the 'B' drive, do the following. (keyboard commands will be bold)

1. Place Arena disk #1 into the B drive.
2. Type, **B:**
3. Type, **INSTALL**
4. Follow the onscreen prompts to install Arena onto your hard disk.

We highly recommend that you use SMARTDRIVE to speed up disk access during gameplay. For more information consult your DOS manual or look at the General Hints and Tips section in the back of this manual.

Arena will not run off of floppy disks and is meant to run on IBM or 100% compatible machines with DOS version 5.0 or greater. We have also found that Disk Doubler® or other disk compression routines for hard disks may have adverse affects on running the The Elder Scrolls: Arena. If you have any questions consult your DOS manual or contact our customer support service at (301) 963-2002, Monday thru Friday, 11 am to 5 pm Eastern standard time.

Configuring Arena to your system:

You will need to configure the Sound FX and Music drivers once Arena has successfully installed if you have a sound card and wish to play the game with sound and/or music. To do so you must choose the 'Configure Game' option. Once done you will see the following choices:

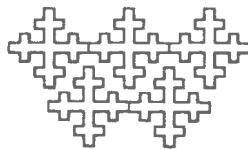
- Select Sound Card**
- Select Music Card**
- Change Sound Default**
- Change Music Default**
- Done**

You can select your sound and music card using the first two options. Consult your sound card manual for precise instructions on type and settings for your particular card. Not using the correct setting may cause problems with your system. For your information Arena is shipped with the following default settings:

Sound/Music card selected:	No sound
Base I/O address:	220 Hex
Base IRQ setting:	7
Base DMA setting:	1

Playing Arena:

From the \ARENA directory created during the install you must type arena to play the game. Select Load Game if you wish to load a previously played game you have saved. Select Start New Game if this is your first time playing. Select Exit to exit back to DOS.





Starting Options



1. Start new game:

This will begin a new game, reinitializing quests and NPC's in the world.
You will want to select this option the first time you play.

2. Load saved game:

Brings up a menu of saved games from which you can pick one to play.
Play will resume where it was last saved.

3. Exit:

This option exits you to the wonderful world of DOS



Character Generation



You will be given two choices:

- 1) Generate
- 2) Select

Option 1 will allow you to generate a character based upon a set of 10 questions that will determine which character class best suits your personality. Follow the onscreen prompts to create your character. You DO NOT have to select this class as the one you wish to play. The class chosen for you only reflects what you would probably survive longest as, based upon the way you answered the questions. Use it only as a guideline. When you are finished, follow the onscreen prompts to rolling up your stats.

Or select Option 2 which will just bring up a pick list of the 18 character classes for you to choose the one you wish to play. When you are finished, follow the onscreen prompts to rolling up your stats.



Character Stats



Once you have selected your homeland and your name, and answered the questions that will aid you in choosing your class, or selected your class using the Select option, you will enter the stat generation section. All stats range from 1 to 100, with 50 being average. You will notice that you have a range of stats based upon the race you have chosen, and a box that shows your Bonus points. These points can be distributed amongst your stats to personalize your character. Remember to follow the advice given to you about what stats are important for success as the class you have chosen. All classes have two governing stats and six secondary stats.

Remember, a stat of 50 is average. It means that 50% of the people in the world are better than you in this particular area, and 50% are not. Using Strength as an example, a STR of 72 would mean that my character was stronger than 71% of the people in the Empire. People with a 72 STR would be my equal, and those with a higher rating would be stronger.

When you are finished click 'Done' to continue to the next section.



Choosing a Face



After you have finished distributing your stats, you will be able to choose what your character looks like. Click his head with your left mouse button and you will cycle through the different faces available to you. When you are finished choosing, click 'Done'. You are now ready to journey into the world of Arena.





Character Stats



There are 8 governing stats that make up your character in the world of Arena. Here is a list of them and their explanations:

1. **Strength:** STR

This governs how strong you are. It affects how much damage you do in combat and is a factor in determining your fatigue points.

Strength also affects how much you can carry and not be encumbered, and how far you can jump. It is essential that any warrior class have a high Strength.

2. **Intelligence:** INT

This governs how smart you are. It affects the total amount of spell points you get to cast spells with. Intelligence affects your chances in negotiating for items and other purchases. It also affects your chances of figuring out a lock in case you wish to pick it. It is essential that any mage or thief has a high Intelligence.

3. **Willpower:** WIL

This governs how mentally tough you are. It affects your ability to withstand or resist spells. It affects your ability to negotiate successfully with shop owners and innkeepers. It is vital that any character wishing to be adequately defended against spells should have a high Willpower.

4. **Agility:** AGI

This governs how nimble you are. It directly affects your chances of hitting an enemy with a melee weapon, your chance of getting hit in hand to hand melee, and your chance of getting hit by targeted spells. It also affects your chance to steal an item or pick a lock. It is essential for thief class characters to have a high Agility.

5. **Speed:** SPD

This governs how fast you are. It directly affects your movement rate in and out of combat, and the fire rate if you are using a missile weapon. It is important that any class characters have a high Speed.

6. Endurance: END

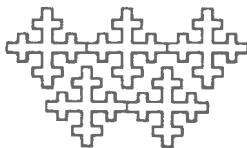
This governs how healthy you are. It directly affects your hit points, your healing rate, and is a factor in determining your fatigue points. It also affects your resistance to poisons and other drugs that you may come into contact with while adventuring. It is essential that warrior class characters have a high Endurance.

7. Personality: PER

This governs how charming and socially acceptable you are. It directly affects your ability to negotiate with other people you may meet in your travels. It is essential for any person wishing to interact with others have a high Personality.

8. Luck: LUC

This governs how fate affects you. It is a powerful modifier to any action you may take, whether it be attacking, defending, stealing, or anything else. It is important, but not essential, for any character class to have a high Luck. Remember, just as in other stats your character can be 'lucky' or 'unlucky' depending upon your luck score. The average is 50.





Character Sheet

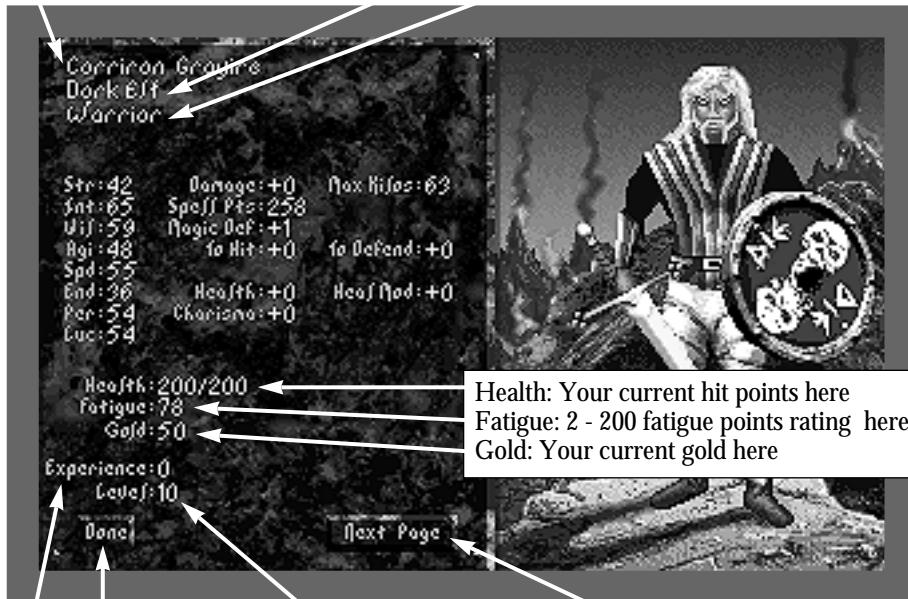
Page 1



Your chosen name is here

Your chosen race is here

Your chosen class is here



Done This button exits the screen

Level: Your current level is shown here

Next Page This takes you to page 2 of the Character Sheet

Experience: Your current experience points are shown here.

Explanations of the modifiers

As with all other modifiers in the game, a positive modifier is a bonus to your abilities, a negative modifier is a penalty to your abilities. The modifiers listed above next to each stat define the following:

STR

Damage - This number modifies that amount of damage you inflict in hand to hand combat. People with STR ratings 55 and above will have a positive modifier; those with 45 and below will have a negative modifier.

Max Kilos - This is the maximum amount you can carry in kilos. As you reach this max you will find yourself getting more encumbered. As characters carry more and more, they suffer gradual penalties to their fatigue until they cannot move or swing.

INT

Spell Pts. - The number here represents the amount of magical power a spellcaster has. Non-spellcasters will have a 0 in this slot. Spellcasters will have a range from 2 to 200. Sorcerers can have a range here from 3 - 300. As a spellcaster's INT rating increases, so will his or her spell points available for casting.

WIL

Magic Def. - This number represents the penalty or bonus an opposing spellcaster gets when attacking you. The higher your WIL, the better chance you have of resisting spells cast at you.

AGI

To Hit - This number represents the bonus or penalty you receive when attacking an opponent in hand to hand melee. The higher your AGI rating, the better your chance of hitting your opponent.

To Def. - This number represents the addition or reduction to your Armor Rating because of your natural agility or clumsiness. The higher your AGI rating, the more is subtracted from your Armor Rating. Remember, the lower your Armor Rating, the more protected you are.

SPD

General - Although speed is explained under the Stats section, it is important to mention here that a character with a higher SPD rating turns quicker, and runs faster. These advantages, or penalties, can make the difference for you between life and death.

END

Health - This number represents how many health points are added or subtracted from your health during character generation and each time you level. Characters with a high END rating will receive more health points on average each time they gain a level.

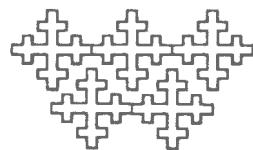
Heal Mod - This percentage represents the modification to the base healing rate every character has. You heal a certain percentage of your total health points for each hour of rest. This number is added or subtracted from that percentage. Therefore characters with a higher END will heal faster for each hour of rest.

PER

Charisma - This number represents the modification to the base chance of successfully negotiating with the different people you may meet while adventuring in the land. Characters with a high PER rating will find it much easier to get cheaper prices, better sales, and more information from those people they meet.

LUC

General - It is important to mention here that LUC can have a profound effect upon your life. Characters with a high LUC rating find that they have a better chance at everything they attempt to do. Conversely, those with a low LUC rating find that things don't always work out their way.







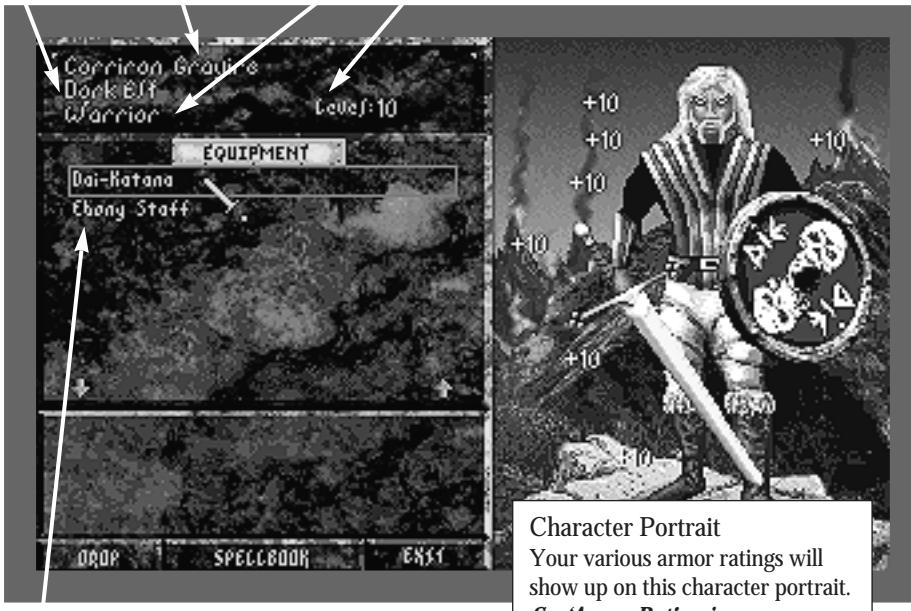
Character Sheet

Page 2



Your name here
Your race here

Your class here
Your current level here



Equipment

Your list of equipment will go here.

Right clicking a piece of equipment will give you info on that particular piece.

Left clicking an item will equip it, if possible.

Equipped items will be displayed in yellow.

Equipable items will be displayed in tan.

Unequipable items will be displayed in red.

Unidentified magical items will be displayed

in cyan.

Unidentified magical items that are equipped
will be displayed in bright cyan.

The arrows will scroll through your equipment

You may carry up to 40 items

Drop: Drop will drop a highlighted item from the inventory

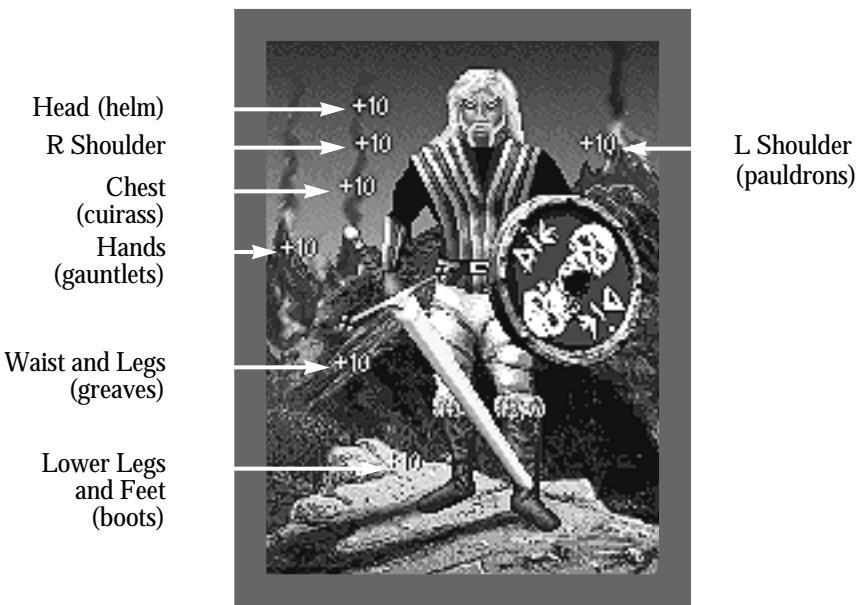
Spellbook: Spellbook will list spells in the equipment area. Clicking a spell will allow you to see its effects.

Exit: Exit goes to page 1 of the character sheet

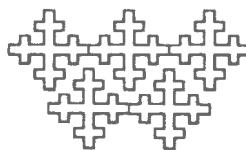
Armor Ratings

On this character sheet you will see numbers printed next to your body. These numbers represent your level of protection on various parts of your body. Armor ratings range from +10 (unprotected) down through 0, to negative numbers which represent better and better protection. Basically, the lower your AR is, the better protected you are. Therefore a character with +10 rating is less protected than a character with +3 rating, and a character with a -4 rating is better protected than either of the above.

The numbers on your figure are positioned to represent various parts of your body. They are arranged as follows, from top downward (we have put the armor piece that protects this area in parenthesis):



For a complete explanation of Armor, armor pieces, AR ratings and the effects of equipment, see Equipment Store.





The Races



Here is a brief description of each of the races, their strengths, and their suitability to a particular art:

Nords:

Nords hail from the province of Skyrim. They are a tall and fair-skinned people who are strong, willful, and hardy. It is rumored that growing in their arctic environment has inured them to its effects, for they seem to shrug off all but the coldest of attacks. Nords take half damage from Cold based attacks, and on a successful saving throw take no damage. They are excellent in all arts concerning the blade and shield.

Khajiit:

Khajiit hail from the province of Elsweyr. They are a fair skinned people who are extremely hardy, intelligent, and agile. Legend has it that they descended from an intelligent feline race, for they still retain a strange cast to their features. Many Khajiit have taken to painting their faces to more resemble their distant cousins, the predatory cats that hunt the great desert. Khajiit are expert climbers, able to scale chasm wall sides with speed unmatched by any other race. They are adept at all arts involving thieving and sleight of hand.

Redguards:

Redguards hail from the province of Hammerfell. They are a stocky, powerful race that are known to be extremely hardy and quick. Legend has it that the Redguard are innately more proficient at weapons than any other race. Redguards receive their (level / 3) as a bonus to hit and damage with any melee weapon (ie...excluding bows). They are excellent in all arts concerning the blade and shield.

Bretons:

Bretons hail from the province of High Rock. They are a tall, dark-haired people. Bretons are a highly intelligent and willful people, and have an outgoing personality. It is said that Bretons are weaned on magic, for it seems to suffuse their very being. As a result Bretons take half damage from any Magic based attacks, and no damage on a successful save. They are excellent in all the arcane arts.

Argonians:

Argonians hail from the province of Black Marsh. They are a highly evolved race of reptilians, at home in any marsh-like environment from which they hail. They are known for their intelligence, agility, and speed. Because of their reptilian nature, Argonians do not tire easily while swimming, and seldom drown. They can also swim faster than any other race. They are adept at any art involving the arcane, or involving thievery and sleight of hand.

Wood Elves:

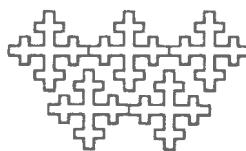
Wood Elves hail from the province of Valenwood. They are a people of the forests, matching their features to all that is found growing in the green woods of their homeland. They are known to be extremely agile and quick. Wood Elves receive their (level / 3) as a bonus to hit and damage with any bow weapon. They are well suited towards any class, although their nimbleness serves them best in any art involving thievery.

High Elves:

High Elves hail from the island province of Summerset. They are a tall, golden-skinned people with almond shaped eyes. High Elves are extremely intelligent, agile, and willful. High Elves seem drawn to magic as a moth is to flame. They have a natural affinity to its use, and often make quite formidable wizards. High Elves are naturally immune to paralyzation. They are adept at any art involving the arcane.

Dark Elves:

Dark Elves hail from the province of Morrowind. They are a tall, dark-skinned people with red, glowing eyes. They are known to be extremely strong and intelligent, and very quick. Dark Elves seem innately attuned to weaving magic with weapons. Dark Elves receive their (level / 4) as a bonus to hit and damage with any melee or ranged weapon. They are adept in any art involving the blade and shield combined with the arcane arts.





Character Class Descriptions



Thief Classes

Although all thieves and thief sub-classes have the ability to pick locks, pick pockets, and steal items, various classes have certain advantages or disadvantages in these areas. The governing statistics for all thief classes are Agility and Intelligence. A high Speed rating is also very desirable.

Thieves

Quick, agile, cunning, Thieves use agility and speed to steal for a living. They are useful in combat to surprise the enemy, scout, or try for critical hits. Thieves have a chance per level of experience to score a critical hit when attacking an opponent. A critical hit is defined as 3x the damage the weapon normally does. Thieves are the fastest to rise in experience levels. They start with 25 health points plus a d10 in health.

Thieves have the ability to pick locks and pockets. This ability increases as the Thief increases in levels.

Weapons: Dagger, Shortsword, Broadsword, Saber, War Axe, Short Bow

Armor: Leather only

Shield: Buckler only

Starting Health: 25 + d10

Burglars

Burglars are adept at picking locks and infiltrating different areas. They do this better than any other class, honing their skills to be able to find ways into areas thought inaccessible. They are very useful when exploring new dungeons, palaces, or other areas where others may be stopped by locked doors and/or chests. Because of the delicate nature of their work, they are restricted in the armor they may wear and the weapons they may carry. They may not use shields. Burglars also receive a chance per level to score a critical strike (3x damage) when attacking an opponent, though they are not as adept at this as Thieves.

Weapons: Dagger, Short Sword, Tanto, Short Bow

Armor: Leather only

Shields: None

Starting Health: 25 + d8

Assassins

Assassins are the dark hand of the night, their skills honed to the killing of others. They are very adept at this, able to find weak points or critical areas to strike, often felling opponents much more powerful than themselves. Assassins have the greatest chance per level to score a critical hit (3x damage) when attacking. Because of their training, Assassins have a wide variety of weapons from which to pick, but because of their need for stealth, they are not allowed to wear armor greater than leather or allowed to use shields.

Weapons:	Any
Armor:	Leather only
Shield:	None
Starting Health:	25 + d12

Rogues

Rogues are thieves who have also trained in using arms and armor. They have combined the agile and cunning of their brethren with the skill of arms found in warriors. This makes them formidable and versatile. They are comparable in combat to the warrior class, but still retain the ability to pick locks and pockets. Rogues may wear up to chain armor and use any weapon or shield, with the exception of the Tower Shield. Rogues have a slight chance per level to critical strike an opponent (3x damage).

Weapons:	Any
Armor:	Any Leather or Chain only
Shield:	Any except for Tower.
Starting Health:	25 + d14

Acrobats

Acrobats are thieves who have honed their physical skills in agility and balance to such a degree that they are almost supernaturally adept at scaling walls, running, jumping, and tumbling. They retain the ability to score a critical hit. They also have the ability to leap great distances and climb walls more securely and faster than the average thief. They are, in general, the fastest characters on foot. Further, because of their nimbleness, Acrobats deduct a certain percentage from their opponent's base chance to hit when engaged in combat with them. This makes them difficult foes to hit, and dangerous adversaries. Because of their need for agility and speed, Acrobats use only leather armor, but never shields, and have a reasonable selection of weapons.

Weapons:	Dagger, Shortsword, Broadsword, Tanto, Shortbow
Armor:	Leather only
Shield:	None
Starting Health:	25 + d8

Bards

Bards are the proverbial ‘Jack of all Trades’. They are able to perform many tasks, including but not limited to: critical strikes, weapons skill, picking locks/pockets, and magic. They are a very versatile class, able to take up slack in almost any situation. Bards receive an amount equal to their INT in spell points.

They have a wide selection of weapons, may wear armor up to chain, and use any shield except the Tower Shield. A Bard’s critical strike capability is useful when cornered by stronger opponents, though their chance to score is not as great as Thieves and the others in this subclass.

Weapons:	Dagger, Shortsword, Broadsword, Saber, Mace, War Axe, Shortbow
Armor:	Any Leather or Chain only
Shield:	Any except Tower Shield
Starting Health:	25 + d10

Warrior Classes

Warriors and their subclasses are the strong arm of the Empire. They are versatile and useful in most situations, since there is no question that any problem can be solved with a sword. Unless otherwise specified, Warriors and their subclasses cannot ever cast spells. The governing statistics for warriors and their subclasses are Strength and Endurance. A high Agility is also desirable, since this directly affects their Armor Rating.

Warriors

Warriors are the basic stock of the world of Tamriel. They are a versatile character, able to employ their skill at arms in almost any situation. They may use any weapon, armor, or shield. With the exception of Knights and Rangers, Warriors are the only other class able to wear plate armor. This fact is important, for only plate armor is strong enough to be enchanted. Therefore, only Warriors, Knights and Rangers may wear enchanted armor. Warriors are the second fastest to rise in experience, Thieves being the fastest. At high levels this, along with the use of magical equipment, puts them in equal standing with Mages and their ilk.

Weapon:	Any
Armor:	Any
Shield:	Any
Starting Health:	25 + d20

Knights

Knights are the fighters of the noble class. They are well schooled in the ways of chivalry and conduct themselves with honor and dignity.

Knights may use any weapon, wear any armor except for leather, and use any shields.

In addition, because of a Knight's innate strength of character, he or she is immune to paralyzation, whether they be carried by spells or poison. They also have the ability to repair damaged weapons or armor. This ability is done automatically to any weapons or armor in their inventory. Knights and the other Warrior subclasses do not rise in experience as quickly as a Warrior.

Weapons: Any
Armor: Not Leather
Shields: Any
Starting Health: 25 + d18

Rangers

Rangers are woodsmen and hunters, adept at tracking, survival, and pathfinding. Rangers may wear any armor up to and including plate armor, and use any weapon. Rangers because of their skills at tracking and survival automatically decrease their traveling time between cities. In addition, Rangers do extra damage equivalent to their level to their opponents.

Weapons: Any
Armor: Any
Shields: Any except Tower
Starting Health: 25 + d18

Archers

Archers are the marksmen of the Empire, adept at using any missile weapon during melee. They may wear any armor up to and including chain, and use any weapon. They may not use shields. Archers have a chance of causing a critical strike upon a target per experience level when using any missile weapon (longbow or shortbow). A critical strike equals 3x the normal damage caused for the weapon used.

Weapons: Any
Armor: Any Leather or Chain only
Shields: None
Starting Health: 25 + d16

Monks

Monks use the discipline of their mind to hone their bodies into lethal killing machines. Monks may not wear armor or use shields, but may use any weapon they prefer. Monks have a chance per level of experience to deliver a critical strike (3x damage) when engaged with an opponent. They do not have this ability with missile weapons. Further, Monks deduct from their opponents base chance to hit for each level of experience they have attained. Because of their mental discipline, Monks can actually reduce the amount of damage they would normally take. If they successfully save versus a spell, it will result in no damage, as opposed to the normal result of taking half damage.

Weapons: Any
Armor: None
Shields: None
Starting Health: $25 + d14$

Barbarians

Barbarians are warriors who have learned to fight in order to survive the harsh life of their homeland. Barbarians may wear armor up to and including Chain, and may use any weapon or shield. Barbarians begin with the most hit points of any character class. Because of their hardy upbringing, Barbarians have a natural immunity to poison. Barbarians, because of their incredible physique, heal additional health points based upon their endurance.

Weapons: Any
Armor: Up to Chain
Shield: Any
Starting Health: $25 + d30$

Mage Classes

Wizards and their subclasses use and manipulate the essence of magic. They are, at high levels, some of the most powerful characters available to play, mainly because of the wide variety of spells they can employ. Wizards and their subclasses use Intelligence and Willpower as their governing statistics.

Mages

Mages are born and bred for manipulating magic. They may not wear armor or use shields. They may however use a limited assortment of weapons. They depend upon spells for offensive and defensive power. Mages have 2x their INT in spell points.

Weapons: Dagger, Staff
Armor: None
Shield: Buckler only
Starting Health: $25 + d6$

Sorcerers

Sorcerers are a strange breed of magic users. They are those born with the potential of casting spells, but with no power to generate spell points internally. This does not make them any less powerful; in fact Sorcerers have the potential to be the most powerful of all the Mage classes. This is because of the unique way in which they manipulate magic. Sorcerers are in essence, magical 'batteries'. They absorb spell points from spells that are targeted at them. Sorcerers may absorb up to 3x their INT in spell points. If a spell is absorbed, the Sorcerer takes no damage, but instead adds the spell's total power points, divided by the Sorcerer's level, to his/her own spell points. These points are permanent until used. If a Sorcerer fails to absorb a directed spell, they take the normal effects, whatever they may be. Sorcerers do not regenerate spell points and they do not absorb points from their own spells. If a Sorcerer has absorbed spell points to his/her maximum, he/she will be unable to absorb more spells, and will take damage from spells just as any other character. Regardless of these restrictions they have the ability to cast more powerful spells because when they are fully 'charged', they have more spell points than any other Mage class. They can therefore cast more powerful spells at lower levels, provided that the spell is in their spellbook. Sorcerers have a wide selection of weapons and armor, but cannot use shields. Without a charge of spell points, they would quickly succumb to attacks if they did not practice defending themselves.

Weapons:	Any
Armor:	Any up to Chain
Shield:	None
Starting Health:	25 + d6

Healers

Healers are mages dedicated to treating injuries and helping those in need. Their powers tend to be powerful in a defensive nature, and weak in an offensive nature. Healers have an increased base healing rate. Certain defensive spell effects in the Spellmaker are cheaper for a healer to purchase. Healers have 1.75x their INT in spell points.

Weapons:	Dagger, Staff, Mace, Flail
Armor:	Any Leather or Chain only
Shield:	Any up to Round
Starting	Health: 25 + d8

Battle Mages

Battle Mages are mages trained and bred to manipulate the essence of magic in battle. They are highly skilled at delivering offensive spells at their targets. They have 1.75x their INT in spell points. Certain offensive spell effects in the Spellmaker are cheaper for a Battle Mage to purchase. In combat, a trained Battle Mage has few equals.

Weapons: Any
Armor: Leather only
Shield: Any up to Round
Starting Health: 25 + d10

Spellswords

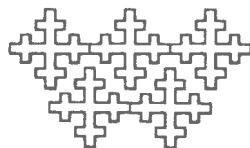
Spellswords are those few mages who have found that they have a unique ability cast spells while in armor or using weapons. They are warrior-mages, dedicating their lives to learning not only the arts of war, but the ethereal ways of power. They may use any weapon, almost any armor, and any shield except for the tower shield. Spellswords, because of their dedication to learning both arts, receive only 1.5x their INT in spell points. This is more than made up for by their versatility in combat and their increased starting hit points.

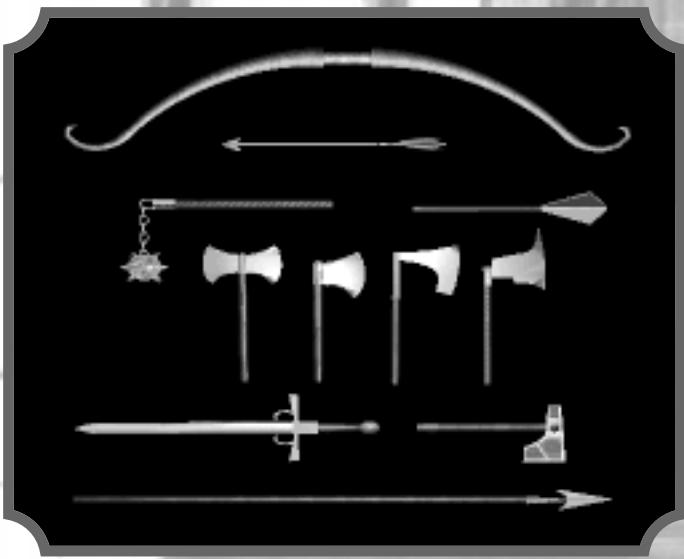
Weapons: Any
Armor: Any Leather or Chain only
Shield: Any except for Tower Shield.
Starting Health: 25 + d12

Nightblades

Nightblades are those mages who have perfected their arts to help in activities involving infiltration, spying, and stealth. They are much like thieves, creatures of the night, able to use their considerable powers to help them in their nocturnal activities. In combat, Nightblades receive a chance per level of scoring a critical hit (3x damage). Nightblades can pick locks about as well as Rogues. They also receive 1.5x their INT in starting spell points.

Weapons: Dagger, Staff, Short Bow, Short Sword, Saber.
Armor: Leather only
Shield: Buckler only
Starting Health: 25 + d8







Character Starting Equipment

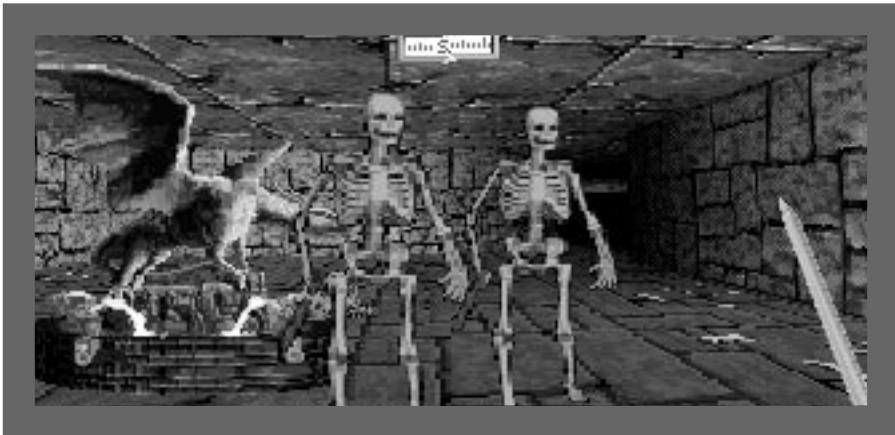
Warriors and Subclasses	Thieves and Subclasses	Mages and Subclasses
Broadsword	Shortsword	Dagger
Clothes	Clothes	Clothes
50 - 200 gps	50 - 200 gps	50 - 200 gps

Experience Tables

As you adventure in the land, you will gain experience. At certain times when enough experience is gained, you will also gain a level. Gaining a level results in stat increases, health increases, and improved abilities. Just for a guide, we have included the experience necessary for each level.

Level	Thieves	Thief Subclasses	Warriors	Warrior Subclasses	Mages	Mage Subclasses
1	0	0	0	0	0	0
2	800	1,000	900	1,100	1,000	1,200
3	1,500	1,875	1,687	2,062	1,875	2,250
4	2,812	3,515	3,164	3,867	3,515	4,218
5	5,273	6,591	5,932	7,250	6,591	7,910
6	9,887	12,359	11,123	13,595	12,359	14,831
7	18,539	23,174	20,856	25,491	23,174	27,809
8	34,761	43,451	39,106	47,796	43,451	52,142
9	65,177	81,472	73,324	89,617	81,472	97,766
10	122,208	152,760	137,484	168,032	152,760	183,312

11* * For each level after 10th, multiply the experience points by 1.5. For example, a Thief will need (122,208 x 1.5) or 183,312 experience points for 11th level.



Character Condition

At various times you will experience things that do not necessarily leave you in the fittest of health. Some of these conditions are disease, poison, spell effects, or just plain intoxication. The designated color behind your head will give you an idea of your current condition:

Background is:

Aqua:

Red:

Blue:

Green:

Yellow:

Current condition is:

This is the default condition mode of a healthy character.

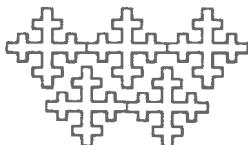
The character is down to 10% of their maximum health.

The character is currently under some kind of spell or magical effect.

The character is currently affected by some sort of poison or alcohol.

The character is currently affected by some disease.

To get the exact condition click the snake-staff icon (see Keys and Commands) for a summary of your condition. Temples can usually assist you with correcting any problems faced by you as far as these conditions go, but usually for a price.





Keys and Commands



On-Screen Buttons

There are many options that you can invoke while exploring the world of Tamriel. To the right of your face are two rows of buttons. They represent various actions available to you. The button, and the action it represents are explained in the following list:

Mouse General Controls

Left clicking while cursor is an arrow will move you in the direction of the arrow. The further the arrow is from the center of the screen, the faster you will move.

Left clicking an object while the cursor is an 'X' interacts with it, the interaction depends upon whether you are in 'talk', 'cast', or 'attack' mode. (see below)

Right clicking while left mouse button is depressed will cause you to jump.

Right clicking an object while cursor is an 'X' identifies it, if it is not generic.

Mouse In Character/Equipment Sheet

Left clicking an item will equip it. (If your class can use that item)

Right clicking an item will give you info on it. (If that item has any info)

You can left click the Spellbook button. This will give you a list of the spells in your spellbook and their current casting cost. Left or Right clicking one of the spells will bring up its sheet and allow you to see the specifics associated with that spell. You may only cast spells from the walk around menu, not from the character sheet.

Unequipable items are in red.

Equipable items are in tan.

Equipped items are in yellow.

Unidentified magic items are in cyan.

Unidentified equipped magic items will be displayed in bright cyan.



Crossed Swords icon—Attack

Clicking this will draw your weapon and put you in attack mode. From here holding down the left mouse button moves you in the same direction as the arrow. Holding down the right mouse button and moving the mouse swings your weapon. You may still jump using the 'J' key. Shift+J will do a standing long jump. Clicking this icon again will sheath your weapon.



Sunburst icon—Cast

Cast a spell. Left clicking the icon will cause your spellbook to appear. You may pick the spell you wish to cast, and the target of that spell.

To save time in recasting the same spell, you can right click the icon again. If you have the spell points, you will cast the last chosen spell again.



Fingers picking gold icon—Steal

Steal something. When this icon is clicked a prompt will come up asking, "Target?". Pick the target on the screen. If it is a person, there will be an attempt to pickpocket them. If it is a barrier, such as a chest or door, an attempt will be made to unlock it. Be careful however, in a city you may attract guards.



Hand grabbing icon—Use

Use something. When this icon is clicked an inventory of usable magic items will come up. Pick the item you wish to use and then follow any onscreen prompts that may arise, such as "Target?" for a ring spell. *Note: Only from the 3D walk-around menu can you use an item. If you want to use a healing potion, you must use it from here, as you will be unable to use it from the character sheet.*



Snake-staff icon—Player Status

Player Status. Clicking this icon will pause the game and show your current status, and other items such as the date and time of day, or any reputational issues that may affect your status at your current location. Other information on this pop up will be your current condition, health, spells that are currently affecting you, and spells that currently active.



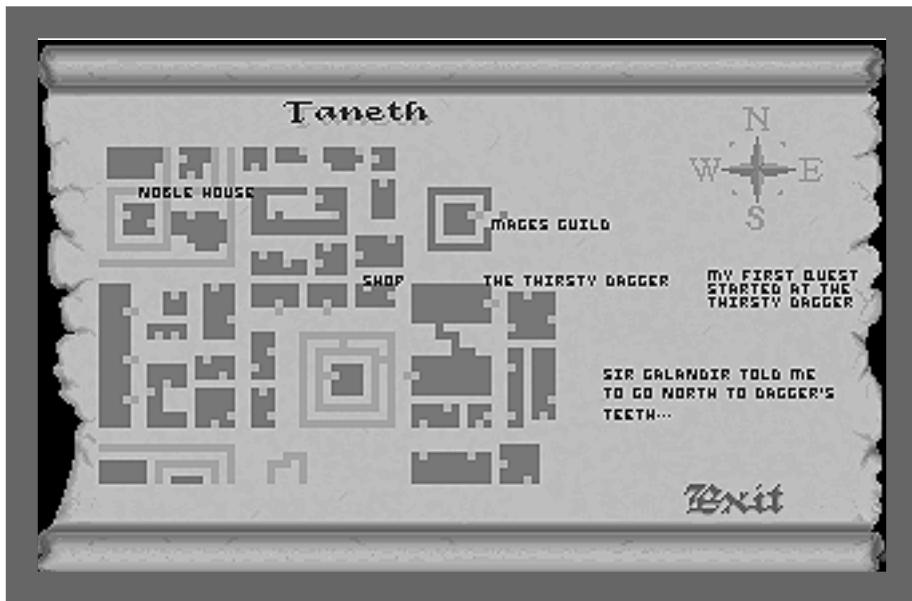
Parchment with lines icon—Logbook

This icon represents the 'Logbook', a journal of your travels. In your logbook will be information on any quests you have agreed to accomplish, and province locations of places that people have inscribed onto your continental map. This is an easy way for you to keep track of the things you have promised to do. Be careful, only 16 quests will be recorded at a time! The logbook updates the list by clearing out the oldest entry, so at any time only 16 entries show. If it is really important, print out the logbook periodically. See 'Getting quests' for further details.



Campfire icon—Camp

Camp icon. Left clicking this icon will cause you to rest. During rest you will slowly regain lost hit points, spell points, and fatigue. You may camp anywhere outside a city's walls. You may not camp inside a city unless you have purchased or snuck into a room in a tavern and are currently inside the tavern where you have that room. The amount you heal per hour of rest is greatly affected by where you sleep. The nicer the accommodation (ie...expensive), the more you will heal per hour.



Automap icon—Automap/Continental Map

Left clicking Map icon:

Left clicking this icon will bring up your automap parchment, upon which will be inscribed all the places you have currently visited. Pay close attention to this map, it may be the only thing to provide you clues when searching for something.

You can make notes on the map by left clicking the map where you wish to place the note and then typing. Hit 'Enter' to get back the pen or right click the mouse button. You can erase notes by clicking the line you wish to erase and then hitting the 'ESC' key.

Left clicking the compass points on the automap will scroll the map so you can see a larger area. Left clicking the center of the compass will center the map on your location. As a note, any locations that are marked automatically by the automap, (ie not by you) will be left of the first character in the sentence. Therefore an inn that is marked on your automap will be to the left of the first character in its name.

Right clicking Map icon:

Right clicking the Automap icon will bring up the Continental Map, from which you can travel to other cities, towns, or villages. You can travel to another place from anywhere outside in the world of Tamriel. You must exit an interior first to travel to another city.

ESC key

Setup menu. This will pause the game and bring up an option menu from which you will be able to do the following:

1) Load game

Loads a game from a save list. This will replace the current game.

2) Save game

Save the current game. Hitting the ESC key will abort this option. You may save up to 10 games. Each game will take up about 500K+ of disk space. Make sure you have the room on your hard drive!

3) Detail Bar

Helpful in speeding up gameplay on slower machines. Adjust the detail level to minimum to maximize the speed.

4) Sound (Volume Control)

Allows you to increase or decrease sound effects.

5) Music (Volume Control)

Allows you to increase or decrease the volume of the music.

6) Drop to DOS

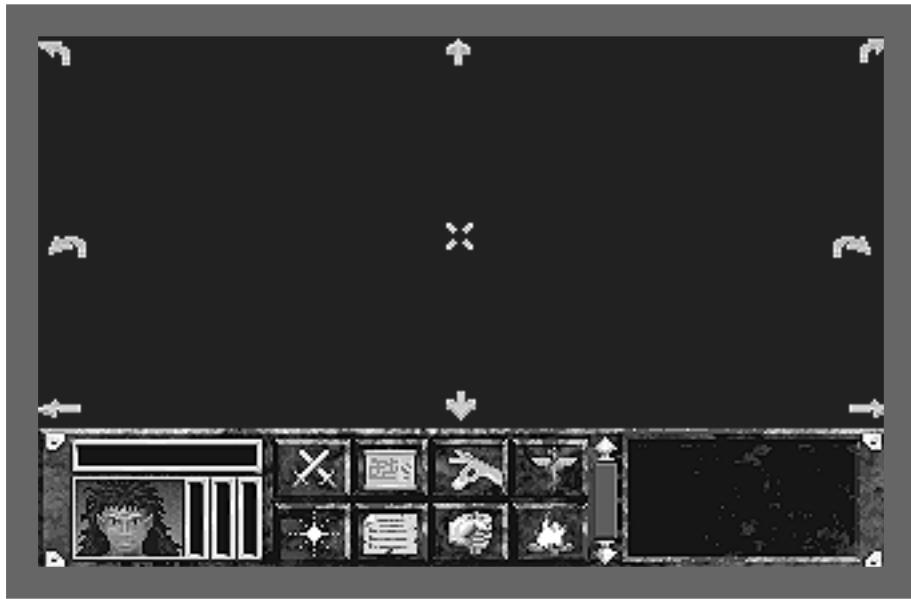
Drops out of the game and into the world of DOS.

7) Continue

Exits this screen back to Arena.

Character portrait— Character Sheet

Clicking your name/face along the bottom row will bring up your Character sheet, from which many options are available. For a complete description see the Character Sheet section.



Mouse Controls

The mouse is your direct interface to the world of Arena. You will use it to define actions or choices while exploring the land. As you look at the screen, you will notice that the mouse cursor can change into one of 10 cursors, either an arrow, a sword, or an 'X'. When the mouse is an arrow and the left mouse button is depressed, you will walk in the direction designated by that arrow cursor. The further towards the edge of your screen the arrow gets, the faster you will walk. When the arrow is a sword, it is used to pick or click icons on the walk around menu. When the arrow is an 'X', whatever is under the 'X' will be interacted with, depending upon what mode you are in. For further explanations, see The 'X' below.

Jumping is accomplished by clicking the right mouse button while the left mouse button is being depressed. If you are standing still at the time you will jump straight up. If you are running you will do a running broad jump. The distance you can jump is determined by your Strength, and the Speed at which you were running. Since characters with a higher Speed rating can run faster, they will also be able to jump farther.

The 'X'

Placing your 'X' cursor on a monster or door and right clicking will identify the monster or store. Therefore, placing the cursor on an equipment store's door and right clicking will display the equipment store's name, and will inscribe that name onto your automap for future reference.

While the cursor is an 'X' you can manipulate your environment:

Placing the 'X' on another person and clicking your left mouse button will allow you to talk to them, pickpocket them, or cast a spell at them, depending upon what mode your cursor is in. (Normal, Steal, Cast)

Placing the 'X' on a locked door or chest and left clicking will display your assessment of the lock, or allow you to try and unlock it, depending upon what mode you are in. (Normal, Steal)

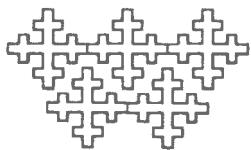
Placing the 'X' on treasure and left clicking will give you a picklist of the treasure available for you to pick up.

Consult the previous section on Onscreen buttons to get a detailed description of how each is accomplished.

Keyboard

Note: Mouse is required for game to operate correctly.

<i>ESC</i>	Setup menu	<i>L</i>	Logbook
<i>F1</i>	Character Sheet	<i>M</i>	Automap
<i>F8</i>	Compass on/off toggle	<i>SHIFT + M</i>	Continental Map
<i>A</i>	Attack-weapon draw/ sheath toggle	<i>P</i>	Pick/Steal
<i>C</i>	Cast	<i>R</i>	Rest, Camp option
<i>J</i>	Jump	<i>S</i>	Status of character
<i>SHIFT + J</i>	Jump forward from standstill	<i>U</i>	Use







The Cities of Arena



Days and Dates

The calendar of the world you are about to enter is organized into 360 days in a year. The year is displayed in the following manner. The Era in which you are adventuring is placed first, after which comes the actual year in the Era. Therefore, 3E 387 means, 3rd Era, 387th year. Each Era lasts for 1000 years.

Days

Each week is 7 days, arranged thus:

Morndas 1st day

Tirdas

Middas

Turdas

Fredas

Loredas

Sundas 7th day

Months (in order)

Morning Star, Sun's Dawn, First Seed, Rain's Hand, Second Seed, Mid Year, Sun's Height, Last Seed, Hearthfire, Frostfall, Sun's Dusk, and Evening Star.

Months (organized by prevalent weather)

Winter Months	Spring Months	Summer Months	Fall Months
Sun's Dusk	Sun's Dawn	Second Seed	Last Seed
Evening Star	First Seed	Mid Year	Hearthfire
Morning Star	Rain's Hand	Sun's Height	Frostfall

Holidays

Interspersed throughout the year are certain holidays which are celebrated by the people of the known world. It is on these days that you will be able to find special bargains on many different services. On some holidays such as the Warriors Festival all weapons are half price, on others such as Tales and Tallows you can find special prices at the Mages Guilds. The following is a complete list of the holidays celebrated. Smart planning can ensure your arrival at a particular town in time to take advantage of the festivities:

Holiday Name	Date
New Life Festival	1st day of Morningstar
South Winds Prayer	15th day of Morningstar
Heart's Day	16th day of Sun's Dawn
First Planting	7th day of First Seed
Jester's Day	28th day of Rain's Hand
Second Planting	7th day of Second Seed
Mid Year Celebration	16th day of Mid Year
Merchants Festival	10th day of Sun's Height
Sun's Rest	20th day of Sun's Height
Harvest's End	27th day of Last Seed
Tales and Tallows	3rd day of Hearthfire
Witches Festival	13th day of Frostfall
Emperor's Day	30th day of Frostfall
Warriors Festival	20th day of Sun's Dusk
North Winds Prayer	1st day of Evening Star

The way dates are displayed in the world are:
 (day), (date) day of (month), (year) or,
 Tirdas, 5th day of Hearthfire, 3E 389

Talking to the People

With over 400 places to see, Tamriel is a vast continent indeed. As you explore this world you will probably find it necessary to converse with people in the various cities, towns, and villages. To do so you simply left click a person when the cursor is an 'X'. This will enter you into a conversation. The people of Tamriel are honest folk, who although they may not know all the information, will not lie to you. Just as a warning, if you have your weapon drawn people will not pause to speak to you, but will instead 'mind their own business'. You must have your weapon sheathed to speak with someone. You will have the following choices:

Who are you?

The person will reply with their occupation or livelihood, whatever that may be.

Where is...

You can ask where a particular place is by clicking it off of the picklist that appears, or you can click the options near the bottom of the picklist and ask the person for the nearest place, whether that be an inn, temple, or equipment store. One note, Inns and Taverns are the same thing.

Rumors...

You will have the ability to ask about general rumors, those that have to do with events such as holidays or economic status of the city you are in, or you can ask about work rumors. Work rumors basically let you know what latest opportunities exist around town for making a little extra gold.

Exit

This exits the conversation.

Getting Quests

When talking to people you may find yourself in the position of getting a quest. These can range from any number of things, from a simple delivery job, to slaying a creature that has terrorized the town. Sometimes people may even inscribe locations of forgotten crypts or other mystical places onto your continental map. The most important thing to remember in these situations is your Logbook. In there you will find a concise synopsis of what you have agreed to do. You will also find the location of any place they may have inscribed onto your map. For instance, the person you are talking to may tell you the location of Fang Lair, but you would have to search through blow ups of each province until you located the one with a new dungeon icon on it. This is not always an easy task. If you look at your logbook however, on there will be noted the province in which Fang Lair can be found. It is a simple matter from that point to locate the dungeon itself. Your logbook will display up to 16 quests at a time. When you receive your 17th quest, and every quest thereafter, the logbook will replace the oldest entry with this new one. It is highly recommended that if you wish to save your log entries, you periodically print out the logbook for later use. See 'Logbook' for further details.

The Temples

The temples of any City-State, Town, or Village are the haven of active adventurers. Here you can be healed, curses can be lifted, and diseases can be cured. Temples also offer blessings for those about to enter the wilderness or dungeons. Keep in mind that prices will vary from city to city and province to province. There are important main services a Temple provides:

Healing injured characters so that they can continue their adventures. For a small fee based upon the damage to the victim, a character can be healed of all injury sustained, whether they arrived at their dire state through magical or mundane combat.

Curing characters that have been unfortunate enough to suffer any number of dangerous maladies that can affect an adventurer. Temples will cure any malady including poisoning, disease, and curses. The cost will depend upon the victim's level and damage.

Blessing characters on any action performed within the next twenty-four hours. This can be especially useful to the person that needs just that little extra luck against a stronger or tougher adversary, or just to even the odds. Blessing can make the difference between finishing a quest successfully, or not exiting at all. The cost is dependent upon how much is donated to the temple in question. As with all places, temples may show partiality to those from its own province.

The Mages Guild

The Mages Guild represents the one area where you can improve your skills in magic. The Guild offers spells that can be inscribed into your spellbook. They also offer potions and enchanted items to would-be adventurers. The strength of these potions or items, or the selection spells that can be bought, depend upon the level of the mage in charge of the particular guild you are visiting. There are many needs that the Mages Guild serves:

The Spellmaker:

The Spellmaker allows those who are interested and have the ability, to create spells for their spellbook. The cost of each spell is based upon its power. Spells that are bought are automatically inscribed into your spellbook. See 'The Spellmaker' for more detailed information.

Buying Spells / Potions/ Magic Items:

The Mages Guild will inscribe pre-made spells into your spellbook, sell you potions, or sell you magically enchanted items.

Buying Spells is the basis for how you increase your formidability. The selection of spells will depend upon the level of the mage in charge of the particular guild. When the spell option is picked, a picklist will appear with the spells available for sale.

Picking a particular spell will display that spell on a scroll, along with its effects.

Clicking 'Choose Another Spell' will exit back to the pick list.

Clicking 'Buy Spell' in this menu will purchase the current spell being displayed.

It is probably a good idea to jot down the city location of a guild with a large selection, since this indicates that the mage working there is an Adept, a particularly rare and difficult level of experience to attain.

Buying potions to supplement your magic. Potions are a convenient way to heal yourself when you're out of spellpoints, gain certain special abilities, or cure yourself when stricken with a poison or disease. The Guildmaster will give you his list of available potions and their prices. Curative potions are most effective when taken as soon as you are hurt. Delaying its use only strengthens whatever ails you. The potion will eventually become useless against whatever ails you. Pay attention to the calendar, on certain days things can be found at half price.

Buying magically enchanted items can make the difference between returning from a monster's lair, arms laden with treasure, or not returning at all. As with potions on certain holidays the Mages Guilds across the land have sales. Pay attention to the calendar and you may be able to pick up that Ebony Ring of Lightning you've always wanted at a special bargain rate.

Detecting Magic on an item that is in your possession. For 1/10 of the item's worth, the resident Guildmaster will try and identify the item for you. If he or she is successful, the name of the item will change to reflect its properties. Identifying items is useful if you wish to know exactly what condition your item is in.

The Taverns and Inns

Taverns are the homes of all weary travelers who wish to sleep a safe night under a roof. At a tavern or inn you may sleep, get a drink, or just sit and listen to rumors. It is said that some of the greatest adventures started in the back of a smoke filled pub, as tales were woven to the delight of the people. There are three things that a tavern or inn can assist you with:

Getting a Drink to ease a parched throat. The ale and beer will flow freely, as long as there's coin to pay. Be careful though, too much can adversely affect your abilities!

Getting a Room so that you can relax and recuperate. Sleep is the only non-magical means of healing injuries. By renting a room, you will assure yourself of at least one safe haven in an unfamiliar city. One warning: you will not be allowed to camp within a city's walls. You may only camp within a tavern in which you have rented a room. Like much in the world of Tamriel, room prices can be negotiated.

Hearing Rumors about the world of Tamriel. Rumors can aid you in completing quests, getting clues to legendary locations, or even solving certain puzzles. If there is something in particular you wish to know about, the best way is to ask about it.



The Equipment Stores

It is essential that you outfit your characters with the best that money can buy. Adventurers have learned through trial, and costly error, that there is a simple maxim to follow when buying equipment, 'You get what you pay for.' Equipment stores are the place where you can provision yourself for adventuring.

There are 3 things you can do at an equipment store:

Buy weapons and armor for yourself. Usually, the more expensive an item is, the better it is at whatever it does. With weapons this means that a more expensive weapon will usually do more damage, last longer, or be of better quality. With armor this means that more expensive armor is usually better protection, will last longer, or be of a higher quality. One note, only armor that is made of plate can be enchanted. This means that any class who cannot wear plate armor cannot take advantage of enchanted armor.

Sell weapons and armor you don't need anymore. Blacksmiths who are adept at their field will appraise the item and determine its general value. An offer will then be made. It is up to your negotiation skills to arrive at a price you can both agree upon.

Repair items that have become damaged or broken. The blacksmith will agree to repair your item for 1/10 its worth, and usually have it ready in 10 or so days. With skillful negotiating, you can shorten the time, or reduce the cost. Usually, affecting one will have the opposite effect on the other, therefore shortening the time will raise the cost, or reducing the cost will lengthen the time. Keep in mind when you might need the chosen piece of equipment and you should fare well.

Note: You can check the condition of any weapon or armor in your inventory by right clicking it. You will get a brief summary of your weapon or armor's capabilities and current condition.

Armor Pieces

Your body is protected by various pieces of armor you can find at an equipment store. They can be classified in the following manner:

Armor Piece	Protects
Helm	Head
Right Pauldron	Right Shoulder and upper arm
Left Pauldron	Left Shoulder and upper arm
Cuirass	Chest and back
Gauntlets	Hands
Greaves	Waist and upper legs
Boots	Lower legs and feet

Equipment effects

Your Agility (AGI) rating can change your Armor Rating (AR) rating, as can certain types of equipment. Here is a list of the equipment and its affects on your AR. Note, because of the sheer volume of magical items available, this list is not complete. It is given as a guideline when buying armor or other items.

Equipment Type	Effect
Leather armor pieces	-3 to your AR*
Chain armor pieces	-6 to your AR
Plate armor pieces	-9 to your AR

* Remember, +'s in AR are bad, and -'s are good. The lower your Armor Rating, the better protected you are.

Metal Types:

Only plate armor and weapons can be made up of various metals, but these in turn affect their protection ability. These modifiers are:

Metal type	Additional Modification to AR	Modification to Weapon
Iron	+1 to AR	-1 to hit and damage
Steel	0	0
Silver*	0	0
Elven	-1 to AR	+1 to hit and damage
Dwarven	-2 to AR	+2 to hit and damage
Mithril	-3 to AR	+3 to hit and damage
Adamantium	-4 to AR	+4 to hit and damage
Ebony	-5 to AR	+5 to hit and damage

* Certain monsters can only be hit by silver.

Therefore normal plate gauntlets will reduce the AR on your hands by 9. Assuming that unarmored you are a 10 AR (no AGI modifiers) this would mean your new AR is 1. In comparison, Ebony gauntlets will reduce the AR of your hands by 14, using the same example it would make them an AR of -4.

Shields

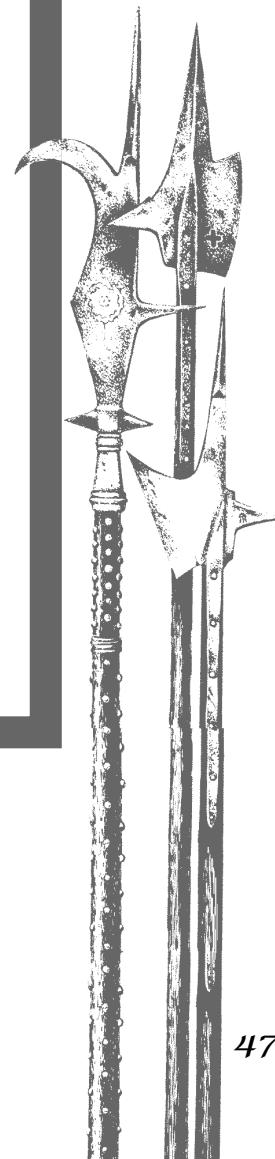
The use of shields can improve your armor rating in specific areas. The following chart outlines the bonuses and areas protected. Keep in mind that shields require one hand to be free, limiting your weapon selection.



Shield Type	Protects	Bonus
Buckler	Hands	-1 to AR
Round Shield	Left Shoulder	
	Hands	-2 to AR
	Left Shoulder	
	Waist	
Kite Shield	Hands	-3 to AR
	Left Shoulder	
	Waist	
	Upper Legs	
Tower Shield	Hands	-4 to AR
	Head	
	Entire left side	

Normal Weapons

Name	Damage	Hand(s)	Wgt(kg)
Punch	1-2	1	1
Chain Gauntlets	2-3	1	2
Plate Gauntlets	3-4	1	4
Dagger	1-6	1	0.5
Tanto	1-8	1	0.5
Shortsword	1-8	1	3
Staff	1-8	1	3
Short Bow	2-8	2	0.5
Wakizashi	1-10	1	2
Broadsword	1-12	1	6
Mace	1-12	1	8
Long Bow	2-12	2	1
War Axe	2-12	2	8
Saber	3-12	1	7
Flail	2-14	2	10
Longsword	2-16	1	8
Battle Axe	2-16	2	12
Katana	3-16	1	6
Claymore	2-18	2	14
Warhammer	3-18	2	16
Dai-Katana	3-21	2	8





The Palace



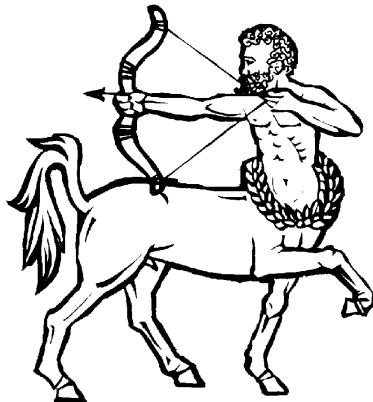
The world of Arena is composed of City-States, Towns, and Villages. Each of these areas are ruled by Kings, Queens, Lords, etc. from their respective Palaces. The Palace is a place where you may journey in order to meet the ruler of a particular region. They may have certain things to offer, such as valuable clues for some lost artifact, or a quest by which you can increase your coffers.

Palaces also offer a place where the ruler of a particular region can enlist people to help with a particular problem, such as delivering an ultimatum to a neighboring Town or Village. Such people are usually rewarded well for their time. Sometimes these 'errands' can be quite dangerous, such as slaying a monster that has terrorized the region. In those cases it is well to remember that the reward will usually match the danger.

Finally, Palaces can be a good place to hear rumors. Open court is held there and all that is known in a particular region is common knowledge. If for some reason you find that you need some information, someone at the Palace may have what you need.

The City Gates

The City Gates lead out of the City-State, Town, or Village you currently are in and into the wilderness. You will be able to explore the surrounding area. Many interesting (and dangerous) places can be found in including crypts, temples, and dungeons. There are also friendlier places such as wayside inns and quaint farmsteads. It all depends upon what region you are currently exploring. See 'The Wilderness' for more details.





Various Guilds



Throughout the world of Tamriel are various Guilds, organizations that work towards their own ends. You may encounter some of these people in your journeys; not all are malevolent, nor are all benign. They are people just like you, with their own aims and goals. At times you may find yourself pitted against them, at others times they may be your staunchest allies. It is important to remember that these various Guilds usually work for their own benefit. They can greatly aid those who help them, and can bring great pressure to bear upon those who oppose them. Here is a brief description of some of the Guilds that work throughout the known world:

Thieves Guild

The Thieves Guild works in and around the cities of Tamriel. They are known to organize and govern any who wish to 'work' in a particular city. Those who pay their monthly tithe find certain perks when faced with the authorities. Those who do not find that the Thieves Guild can be a dangerous adversary.

Mages Guild

The Mages Guild is the center of magical study for all those of spell casting potential. They perform many services to those who have the money to pay including, selling potions, selling magical items, helping mages create spells, and selling spells for spellbooks. They are a powerful force in the world of Tamriel, often searching for lost artifacts or treasures. It is said by some that the Mages Guilds have many secrets, including the location of some legendary places.

The Dark Brotherhood

The Dark Brotherhood are loyal followers of Sithis, God of Death. They are sworn to uphold the tenements of Chaos. They are vicious foes to those who would follow the roads of Law, often patrolling outer paths and byways for unwary travelers. It is said that the Brotherhood does not associate with any other group, contesting that even the Necromancers are not true to word of the Dark God. They instead work towards what they call a pure form of Chaos. Few have faced them and escaped with their souls intact.

The Blades

A secret society comprised of the best warriors of the Empire. The Blades approach whomever they wish for membership. None know exactly what their ultimate goals are, for they have been seen on both sides of the law, sometimes helping those in need, other times attacking caravans or wealthy merchants. All that is known is that they are deadly in combat, trained by special swordmasters to a point where their thought and reaction are one.

The Necromancers

The Necromancers are a guild that works in the shadows of life, stealing bodies for purposes known only to them. They deal and consort with the undead regularly, and are staunch foes of the Mages Guild. They are accomplished spellcasters, often questing for magical artifacts and other sources of knowledge. It is said that when facing the Necromancers, one need fear what comes after death more than death itself.

The Wharf Rats

The Wharf Rats are a loosely organized group of cutthroats, thieves, and ruffians. Although they do not represent the best of what is out there, their sheer numbers make up for any deficiency in skill. The Thieves Guild will attack any members of the Wharf Rats it finds, considering them an infringement upon their turf. They prey upon the weak, elderly, or rich traveler, stealing from them anything of value.

The UnderKing

The UnderKing is a mysterious figure, walking through myth and legend. Some say he is actually a very old and powerful Lich, others that he is an Archmage whose very being has been somehow transformed by his use of magic. It is agreed however that he is a force to be reckoned with in the world of Tamriel, sending his undead soldiers on errands whose goals only he knows is privy to. It seems his forces often find themselves opposed to The Necromancers, a fact that reassures many, for if they were to unite all of Tamriel would suffer.



A Note on Thievery

The world of Tamriel is a vast and wonderful place to explore. There are numerous dungeons, crypts, temples, houses, and other exciting areas in which you can try and make your fame and fortune. One of the things you might find very appealing, is the degree to which you have control over your player's actions. This includes magic, combat, fighting in the world of Arena, or taking on quests. Still, there should be an explanation on at least one of the many activities you may choose to involve yourself in, Thieving.

For a thief, nothing is better than getting something for free. You will have the opportunity to steal items of value, break into houses, loot stores, whatever your heart desires. Still, it is important that the consequences of such actions are outlined, so that you enter this way of life with an understanding of what you're in for.

To pilfer something, click the icon with fingers plucking at gold. You will be prompted to pick a target to pilfer. Left-click whatever you wish while the cursor is an 'X'. If it is a person an attempt will be made to pick that person's pocket. If you click a door or chest, an attempt will be made to unlock it. Your chances depend upon your level and your class. Naturally, Thieves and Thief subclasses have the best chance. You can right click the mouse to abort the steal option and return to normal interaction mode.

Note: Although Thieves and their subclasses are most adept at stealing, any character class has a basic chance to succeed in this area. The chance is a factor of your INT, AGI, and your level of experience.

City Guards

City Guards take a dim view on thieves, especially ones that they catch in the act. If they spot you, remember, its you or them. They will try and kill you on the spot. As we said, they take a very dim view of thieves in their city. Except for the fact that the toughest guards are found in City-States, there really is no difference if you are caught in a village, town, or City-State. The punishment is the same.

There is one consolation. Facing the City Guard does not always mean instant death. If you are tough and resourceful, you can beat them and then hightail it to a safer area. Just as their tempers are short, so are their memories. Once you leave the area you should be safe from pursuit. Cities are very unforgiving of those who would break the law. Act carefully and you can make a quick killing in cash; act stupid and the onlookers will agree that it was a quick killing.

You can also break into places without trying to pick the lock. Take out your weapon and bash away. If you can damage the door or chest enough, it will open. You may also break your weapon if the door is too strong. Still, it might be better than having to turn back because you don't happen to have the key. Be careful with chests, or you might damage the contents of whatever was inside.



There are three types of Guards:

Guards:	The normal heavy grunt. Good at killing, chopping, dismembering, stomping, drinking, etc.
Sergeants:	A little faster and stronger than normal Guards. Better at all the things listed above.
Captains:	Faster still than Sergeants. Captains usually work in the Palace or in important areas of the City. Very good at parting you from your life.

Some commonly asked questions by would-be thieves and other interested parties:

Q: What happens if you are fighting guards and happen to get beat, and go down fighting?
A1: You're dead... (sorry, if you were expecting something nicer...)

A Note on Negotiating

The people who populate the world of Arena have their own desires, goals, and needs. When you interact with them, it is important to remember this. Store owners look to make a profit, Mages Guild acolytes try and earn money for their guild, even innkeepers need to turn a profit in order to keep their inns and taverns open. For this reason it is possible to barter with them. No price is final, unless of course the person you're negotiating with says so.

Steps to bartering or negotiating:

All you need remember is that usually when you buy an item, or contract a service, you will have the opportunity to barter for a reasonable price for that item or service. Simply respond to the on-screen prompts to negotiate for something. The outcome is based upon your personality, and the store owner's or guild member's intelligence. Of course, you can choose to not barter and accept the first price offered. It will save you time, but may cost you more.





Traveling



The world of Tamriel is vast, roughly three to four thousand kilometers east to west and two to three thousand kilometers north to south. Thankfully you do not have to walk the entire distance! Just a note of interest, walking between cities at the normal game time pace can take anywhere from 10-12 hours of real time! That's why we have incorporated the fast travel option in the Continental Map.

The Continental Map

The ability to travel from city to city can be accessed from the Continental Map by right clicking the Automap icon. The province you are currently in will have a yellow highlighted name. You must pick a province to examine before you may travel. To select a province, simply click it on the Continental Map. Once that province is picked, the screen will zoom in and you will see a more detailed map. If you currently are in this province, your location here will be marked by a yellow outline of the particular city, town, or village you are at. From this map you can find out information about a particular place by clicking it. When you do so you will be shown such things as the name and type of the location you wish to travel to, estimated date of arrival, and other useful information about your choice. The last location you have picked will flash with a red outline. From this prompt screen you will have three choices, 1) Travel, 2) Search, or 3) Exit. :

1) Travel:

This option is controlled by the icon that looks like a horse. It will start you on your journey to the selected location.

2) Search:

This option is controlled by the icon that looks like a sextant. It will allow you to search for a city if you know its name. If you do not, you can choose from the list of cities, towns, and villages in the province. It will then find the city, outline it in red, and show you information on that place.

3) Exit:

This option will exit back to the continental map.

The Wilderness

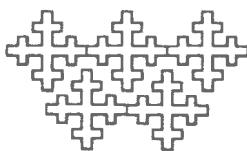
The wilderness is the area surrounding a City-State, Town, or Village. You can choose to enter the wilderness by going to the City Gate and clicking it. Be warned however, the wilderness is a place of beauty and peril. While Imperial City-States and other demesnes sit safe behind high walls, vagabonds, ruffians, even monsters roam the wild countryside. Those who choose to explore it do so at their own risk. Still, the rewards of finding an abandoned crypt, or a forgotten temple, can outweigh the inherent dangers.

Occasionally you will run into friendly farmsteads, or roadside inns. These places can be a haven to the weary or sick. You are welcome to use them, just tip the bartender in the morning.

To access the Continental Map while in the wilderness simply right click the 'Automap' icon. This will allow you to travel to any city in the Empire.

The Automap works differently in the wilderness. Instead of showing you only the places you have been, it shows you the entire region. Because of the vast size of the open land, you cannot add or edit notes onto the wilderness map. With experience you will learn to recognize certain patterns in the wilderness that will indicate dwellings and/or dungeons. Also, the automap is 'paged in' as you traverse different regions. If you are near the edge of one region the automap may not show you the next region until you enter it. This is not a mistake in your automap, but a memory limitation of the computer. To hold 12 million square kilometers of maps would take more memory than most machines have! To ease your travels, you may return to the city you are currently near by clicking it from the continental map. This is a 'quick travel' option only available when you are exploring the wilderness surrounding a city. Remember that the city you are currently near will be outlined in yellow on the continental map. You can also ask people in the wilderness where certain things are, such as the nearest dungeon. If the person you are talking to knows the area well enough, they can guide you to interesting areas.

In all other respects the Automap works the same way. You can scroll around using the compass points, and center the map on yourself by clicking the center of the compass.





Magic



Magic, some say, is the crux of the world of Arena. It is potent, vital, and deadly to the uninitiated. Spells in Tamriel, unlike some other worlds, are extremely unforgiving. They are wielded with no limitations such as memorization, required objects or components, hand-gestures, etc. There are no level limitations, nor are there strictures on what type of spells can be cast or used. A mage need only have the magical energy to cast a spell, and he or she can cast it. For this reason, a Mage is not only highly respected, but greatly feared as well. There over 50 standard spells known throughout the Empire. These spells can be researched and purchased at the Mages Guild. For those who wish, the Mages Guild also allows the creation of spells for a Mage's personal spellbook. This effectively gives you an unlimited amount of spells to choose from.

The Spellmaker

The Spellmaker will come up as a scroll. At the top will be printed the PC's name and level. Creating a spell is relatively simple, once the different effects are understood. There are a few rules to remember:

1. *The Spell must have a name.*
2. *You may combine up to three (3) effects in one spell.*
3. *Left click with the mouse on the field next to each of the entries in order to edit it. If the field cannot be edited, nothing will happen. You can edit: Spell Name, Target, Effects, and Save Vs.*
4. *When you are satisfied, click 'Buy Spell' and the spell will be written into your spellbook.*

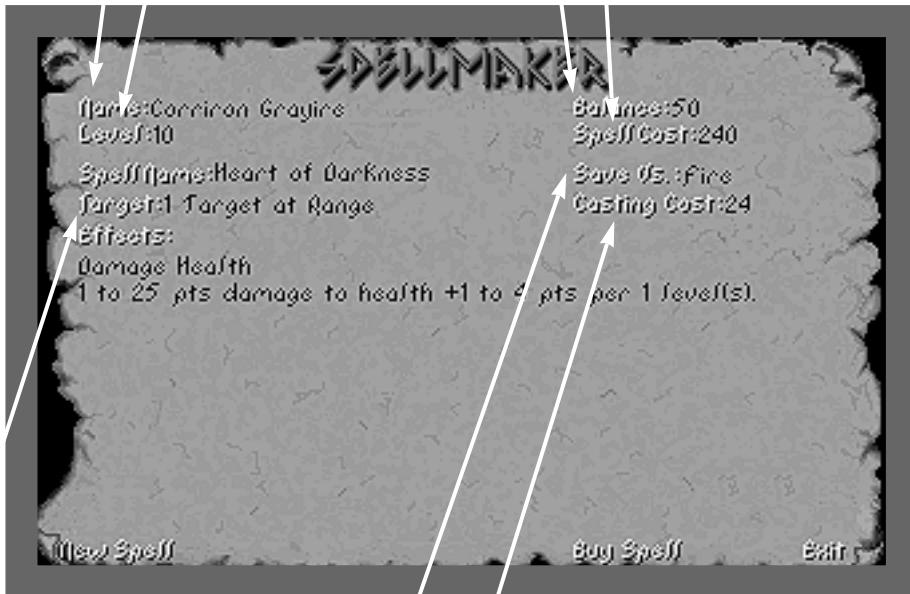
Details on each of the functions in the Spell Maker.

Name: Your name.

Level: Your current level will appear here.

Balance: This reflects the total amount of gold you currently have.

Spell: This reflects the amount
Cost the current spell you are making costs in gold.



Target: This field allows you to choose the target or area of effect your spell should have.

Save vs.: This field allows you to define the element your spell uses; fire, electricity, etc., and what the target saves vs. when trying to resist the effects of the spell. Saves are calculated automatically for all characters based upon class, level, and current condition.

Casting Cost

This field tells you how much the current spell costs to cast in spell points. If the spell points displayed here exceeds your current spell points, you will be unable to cast this spell.

Effects:

This field is where you decide what are the actual spell effects. The following list will give each effect you can pick from and a brief description of that effect. A spell can have up to three (3) effects merged together. As you pick effects, other effects from the list may disappear. This is because certain effects would cancel each other out in the same spell. We have taken them out to avoid confusion.

To create a spell, left click the Effects: field with your mouse. You will get a pick list from which you can pick different effects. Once you select an effect, another pop up box will appear, asking you to enter ranges, numbers, percentages, or perhaps all three. Enter the appropriate data you wish for your particular spell. At the bottom of the pop up box you will see the current cost for the spell you are designing. This is the cost in gold for that particular effect. Leaving this box by clicking the exit will print a brief summary of what you selected on the parchment, and the total cost of the spell can be seen next to the Spell Cost: field. If this is confusing, don't worry, we have provided an example.

Example 1: Creating a spell in the Spell Maker

Steps to create a Fireball spell: Items can be selected by double left clicking with the mouse.

1. Click on the Spell Name field. A cursor will appear. Type in 'Fireball'. Hit enter when you are finished.
2. Click Target:. A choice of targets will appear. Pick '1 target at range' with your mouse.
3. Click Save vs.: You will get a pick list of different elements. Choose 'Fire' off of this list.
4. Click Effects. You will get a list of effects. (see Effects) Choose 'Damage'. You will then see another list that will have the following listed; Health, Fatigue, Spell Points. Choose 'Health'.
5. A pop up box will appear. On it you will be asked to choose a range of numbers for initial damage to health. Click on the arrow keys to increase or decrease the values in the boxes. Make the initial range 1–20 pts. of damage.
6. A second box is under the first. This is the range in which this spell will gain power as you rise in levels. The range means how many additional points of damage will be assessed on the target per level of the caster. Make this range 1– 5 pts. of damage per 2 levels.
7. Click 'Exit'.

8. You should be back at the Spell Maker parchment.
 - a) To buy this spell, click 'Buy Spell'.
 - b) To create a new spell and dump this one away, click 'New Spell'.
 - c) To exit this menu click, 'Exit'.
 - d) To modify the current effects, click the 'Effects:' field again. You will be given a choice to Add, Modify, or Delete an effect on a spell.

Remember, keep an eye on both the Spell Cost (gold) and the Casting Cost (spell points).

It's that simple! If you now look on the Spell Maker parchment you will see under 'Effects:',

Damage:

1 to 20 pts. damage to health +1 to 5 pts. per 2 level(s).

You just created a Fireball spell that will do 1-20 points of damage to 1 target at range plus an additional 1 to 5 points per every 2 levels of the caster. If you want to continue experimenting, be our guest. You can edit this spell by clicking the 'Effects:' field again and then following the onscreen prompts.

New Spell:

Clicking this will erase the spell in memory and allow you to create a new spell from scratch.

Buy Spell:

This option will purchase the spell currently shown (provided you have named it) for the amount listed next to Spell Cost:. That amount will be deducted from your gold and the spell will be added to your spellbook. Your spellbook can hold all the default spells available plus an additional total of 32 spells you create. If you try and create a spell after having purchased all the available default spells, you will be prompted to delete a spell first from your spellbook. The choice of spell to delete will always be from one of the spells you created.

Exit:

Takes you back to the Mages Guild menu.

A word about Spell Points:

Keep an eye on the Casting Cost displayed on the Spellmaker sheet. This tells you how many spell points it takes for you at your current level to cast this spell. With the exception of Sorcerers, the most spell points a mage can ever have is 200. If the number in this field is above that, you cannot cast the spell displayed. This is not to say that you will never be able to cast it. As you rise in levels, the Casting Cost will drop. This is just to make sure you understand that at your current level you cannot cast this spell.

Description of Effects:

Cause Curse:

Percentage chance to reduce target(s) Intelligence, Willpower, Personality, and Luck. The chance and the amount of the reduction are determined in the Spell Maker.

Cause Disease:

Percentage chance to reduce target(s) Strength, Agility, Speed, and Endurance. The chance and the amount of the reduction are determined in the Spell Maker.

Cause Paralyzation:

Will attempt to paralyze any creature for a certain amount of time selected by the caster in the Spell Maker.

Cause Poison:

Percentage chance to cause a virulent poison in target(s) system. The chance and the amount of damage are determined in the Spell Maker.

Create Shield:

Create a magical barrier between you and your foes. Strength is determined by caster in the Spell Maker..

Create Wall:

Creates a wall out of the surrounding area. Useful for blocking pathways. The number of walls is determined in the Spell Maker.

Create Floor:

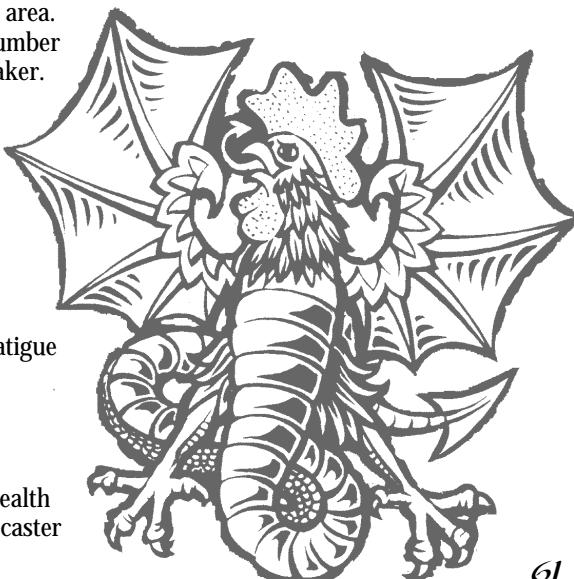
Creates a floor out of the surrounding area. Useful for bridging gaps over chasms. The number of floors is determined in the Spell Maker.

Continuous Damage Fatigue:

Will continuously damage target(s) fatigue for a period of time as defined by the caster in the Spell Maker.

Continuous Damage Health:

Will continuously damage target(s) health for a period of time as defined by the caster in the Spell Maker.



Continuous Damage Spell Points:

Will continuously damage target(s) spell point reserve for a period of time as defined by the caster in the Spell Maker.

Cure Poison:

Percentage chance to clear caster's system of any virulent poison. Chance is defined by the caster in the Spell Maker.

Cure Disease:

Percentage chance to clear caster's system of any disease. Chance is defined by the caster in the Spell Maker.

Cure Paralyzation:

Percentage chance to clear caster's system of any paralyzation. Chance is defined by the caster in the Spell Maker.

Cure Curse:

Percentage chance to clear caster of any curses. Chance is defined by the caster in the Spell Maker.

Damage Fatigue:

Will do damage to target(s) fatigue, the amount defined by the caster in the Spell Maker.

Damage Health:

Will do damage to target(s) health, the amount defined by the caster in the Spell Maker.

Damage Spell Points:

Will do damage to target(s) spell points, the amount defined by the caster in the Spell Maker.

Designate as Non-Target:

Caster will be ignored by foes during combat. Caster can opt to be able or not be able to cast spells while designated as non-target. Chance is defined by the caster in the Spell Maker.

Destroy Wall:

Will destroy targeted wall(s). The amount is defined in the Spell Maker by the caster.

Destroy Floor:

Will destroy targeted floor(s). The amount is defined in the Spell Maker by the caster.

Drain Attribute:

Ability to drain target(s) of their attributes such as Strength, Intelligence, Willpower, etc. The attribute drained, the amount, and the rate at which recovery occurs is defined in the Spell Maker by the caster.

Elemental Resistance:

Caster is resistant to a particular element, such as Fire, Shock, Cold, Magic, or Poison. The percentage chance to resist is defined by the caster in the Spell Maker.

Fortify Attribute:

Will increase an attribute above current maximum, such as Strength, Intelligence, Willpower, etc. The attribute increased, the amount, and the rate at which the attribute returns to normal is defined in the Spell Maker by the caster.

Heal Attributes:

Will heal attributes such as Strength, Intelligence, Willpower, etc. that have been drained on caster. The attribute, and the amount of healing are defined in the Spell Maker by the caster.

Heal Fatigue:

Will restore lost fatigue points on caster. The amount that is healed is defined in the Spell Maker by the caster.

Heal Health:

Will restore lost health points on caster. The amount that is healed is defined in the Spell Maker by the caster.

Invisibility:

Will turn caster invisible for a duration determined by the caster in the Spell Maker.

Levitate:

Will levitate caster for a period of time determined by the caster in the Spell Maker.

Light:

Will create a ball that will shed light in an ambiance level selected by the caster in the Spell Maker.

Lock:

Will magically lock a door or chest, the strength determined by caster's current level in the Spell Maker.

Open:

Will attempt to open a locked or magically held door or chest, the chance determined by the caster in the Spell Maker.

Silence:

Will silence target(s), making it impossible to cast audible spells, but not impossible to use objects. The caster defines the chance and the duration in the Spell Maker.

Spell Absorption:

Percentage chance that caster can absorb the incoming spell points of a spell. Chance determined by caster in the Spell Maker.

Spell Reflection:

Percentage chance that a incoming spell can be reflected back at the target. Chance determined by the caster in the Spell Maker.

Spell Resistance:

Percentage chance caster can ignore spell effects cast at them. Duration and strength determined by caster in the Spell Maker.

Regenerate:

Caster will begin regenerating lost health points for duration and amount determined by caster in the Spell Maker.

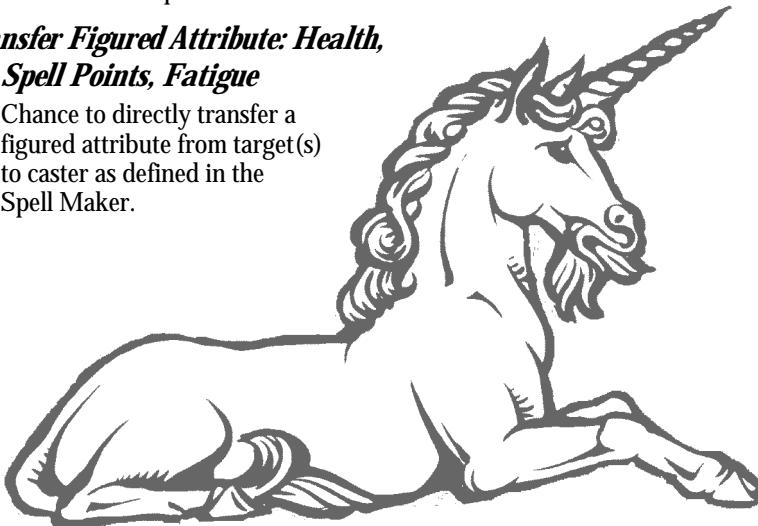
Transfer Attribute:

Chance to directly transfer an attribute from target(s) to caster as defined in the Spell Maker.

Transfer Figured Attribute: Health,

Spell Points, Fatigue

Chance to directly transfer a figured attribute from target(s) to caster as defined in the Spell Maker.



Casting Spells

Casting spells is quite simple. Simply left click the Cast icon, which looks like a sunburst, or hit 'C' on your keyboard. A picklist of spells from your spell book will appear. Select the spell, then follow the onscreen prompts. Targeted spells or range spells will shoot towards the cursor when the cursor is an 'X' on the screen.

You can left click the sunburst again to pick a new spell, or for ease of casting right click the sunburst and cast the same spell again.

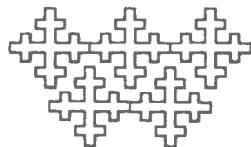
Most spells have a duration. For simplicity sake we have expressed this in rounds. One round equals 5 seconds of real time. This is important not to forget, whether you are selecting spells for combat, or creating spells in the Spellmaker, or buying spells from the Mages Guild.

You can inspect a spell from the Character sheet: Spellbook

While in the character sheet, clicking the 'Spellbook' button will bring up a picklist with the currently known spells and their current spell points needed to cast based upon Character's level and total Spell Cost. Clicking a spell will bring up a sheet showing that spell and its individual effects.

Using a magical (or mundane) item while walking around:

Click the 'Use item' icon which looks like a hand grasping a tool. A list of your current inventory will appear. Select the item by double clicking it and it will be used. Follow any onscreen prompts for items that have targets, such as a Wand of Fireballs.







The Known Spellbook

Listed below are the 8 circles of power, named thus for the spells that reside within each. These are spells available for you to purchase or perhaps find while adventuring in the land. You are not limited to these spells, however. You may create new spells of any Circinate using the Spellmaker, but you must have the gold to purchase it, and the level of power necessary to cast it. The spell's duration is expressed in rounds. One round equals 5 seconds of real time. This should aid you in understanding the extent of the spell's power. Remember that this conversion should be used by you when creating spells also.

A brief description of the spells follow. The raw cost of each spell is listed below the name. This is the cost in gold to purchase this spell. Dividing this cost by your level will give you your casting cost of the particular spell.

WARNING: *If you don't have more spell points than the calculated casting cost (Cost in spell points/ Your current level), you will not be able to cast this spell!!!*



The 1st Circinate

Levitate Cost: 50 Spell Points

This spell allows the caster to float slightly above the ground for 5 rounds, plus 1 round for each level of the caster. Floating thus the caster can traverse pits, lava flows, or water chasms.

Stamina Cost: 60 Spell Points

Replenishes 1–15 points of fatigue to caster, plus 1–3 additional points for every level of the caster.

Light Cost: 125 Spell Points

Creates a globe of light that will follow the caster, illuminating roughly a 12 meter radius around the caster. The duration is 5 rounds per level of the caster.

Heal Cost: 125 Spell Points

Heals 1–15 points of health to caster, plus 1–5 additional points for every level of the caster.

Orc Strength Cost: 125 Spell Points

Imbues the caster with an additional 15 points of Strength. The duration is 5 rounds per level of the caster.

Invisibility Cost: 150 Spell Points

Renders the caster invisible to normal vision for a period of 5 rounds per level of the caster.

Wanderlight Cost: 150 Spell Points

Fires a globe of light in whatever direction the caster wishes, illuminating all around it while it travels. Upon impact with an object the light globe will disipate. The globe illuminates a 12 meter radius circle.

Wizard's Fire Cost: 187 Spell Points

Fires a dart of fire at a single targeted enemy, inflicting 1-15 points of damage to health, plus an additional 1-5 points for each level of the caster.



The 2nd Circinate

Shock Cost: 225 Spell Points

Creates a charge of electricity to cover the caster's body. The next creature touched will take 1-35 points of electrical damage to health, plus an additional 1-5 points for every level of the caster.

Strength Leech Cost: 225 Spell Points

Will drain any single targeted creature of 10 points of Strength. Recovery will begin after 5 rounds plus 1 round for every level of the caster.

Shield Cost: 250 Spell Points

Will create an invisible shield around the caster, which will absorb 15 points of damage, plus an additional 5 points for every level of the caster before being dissipated.

Free Action Cost: 260 Spell Points

This spell will remove the effects of paralyzation from the caster's body, allowing him free movement again.



The 3rd Circinate

Open Cost: 300 Spell Points

Caster will have a 20% chance, plus 2% for every level to open a locked door or chest of his level.

Resist Cold Cost: 300 Spell Points

Caster has a 30% chance, plus a 2% chance per level to resist the damaging effects of cold, whether these effects are carried by spell or in the environment. The duration is 1 round per level of the caster.

Resist Fire Cost: 300 Spell Points

Caster has a 30% chance, plus a 2% chance per level to resist the damaging effects of fire, whether these effects are carried by spell or in the environment. The duration is 1 round per level of the caster.

Resist Shock Cost: 300 Spell Points

Caster has a 30% chance, plus a 2% chance per level to resist the damaging effects of electricity, whether these effects are carried by spell or in the environment. The duration is 1 round per level of the caster.

Sanctuary Cost: 300 Spell Points

Caster has a 50% chance, plus an additional 2% per level of being ignored by attacking people or monsters. The duration is 1 round per level of the caster. The caster may not cast offensive spells while in sanctuary.

Wizard Lock Cost: 300 Spell Points

The caster has the ability to magically seal a portal or door. The chance is 20% plus an additional 2% per level of the caster. Wizard Locked doors must be opened using an Open spell, or be broken down in order to gain entry.

Fireball Cost: 325 Spell Points

Caster can channel vast amounts of energy into a ball of fire, which will travel to the selected target and explode, doing damage to all creatures within one meter of the target point. The damage to health is 4 - 12 points per level of the caster. Care must be taken for if the Fireball impacts a target within a meter of the caster, he too will be enveloped in the explosion.

Cure Poison Cost: 350 Spell Points

Caster has a 60% plus 2% per level attained to clear his system of the effects of poison.

Ice Bolt Cost: 367 Spell Points

Caster can project a bolt of intense cold at a single creature, inflicting 5–35 points of cold damage to health, plus an additional 1–5 points for every level attained.

Cure Disease Cost: 375 Spell Points

The caster can rid his body of any disease. The chance is 50% plus and additional 5% per level of the caster.



The 4th Circinate

Earth Wall Cost: 400 Spell Points

Caster can cause up to four walls to rise from the ground, useful for blocking passages or trapping foes. These walls are permanent.

Spell Shield Cost: 400 Spell Points

A field of negative energy surrounds the caster, giving a 50% chance plus an additional 2% per level of the caster to resist the effects of any spell. The duration is 1 round per level of the caster.

Heal True Cost: 445 Spell Points

Caster can heal 25–50 points of health plus an additional 5 points for every level of the caster.

Silence Cost: 450 Spell Points

Caster can silence another single creature, thus preventing it from casting spells. Upon a successful hit (touch) after the spell is cast, there is a 35% chance plus 2% for every level of the caster that the struck creature will be silenced. The duration of this silence is 1 round for every level of the caster.

Troll's Blood Cost: 450 Spell Points

Upon casting this spell the caster will begin regenerating health points. The rate at which the points will be regained is 1 health point per round. The duration of the spell is 60 rounds for every level of the caster.

Witch's Curse Cost: 450 Spell Points

The caster can curse a single creature, causing slow degradation to the target creature's Intelligence, Willpower, Personality, and Luck. Upon a successful hit (touch) after the spell is cast, there is a 30% chance plus 3% for every level of the caster that the offending creature be cursed. The afflicted creature will begin losing 1 point from the four aforementioned statistics every round. The spell's duration is 1 round per level of the caster.

Ice Storm Cost: 487 Spell Points

The caster can send a ball of intense cold, which will explode upon contact with target or with any intervening structure, inflicting an explosion of 1 - 30 points of damage to health plus an additional 1 - 5 points for every level of the caster. All creatures caught within the 3 meter diameter explosion will suffer the damaging effects of the numbing cold.

Fire Storm Cost: 490 Spell Points

The caster can cause the very surrounding air to superheat, exploding outward. All creatures within 1 meter of the caster will take 10-30 points of fire damage to health, plus an additional 1-5 points for every level of the caster.



The 5th Circinate

Wyvern's Sting Cost: 525 Spell Points

The caster fires a magical dart which can poison a creature, causing slow degradation to the creature's health. The chance is 30% plus 2% per level of the caster that the targeted creature is poisoned. Creatures poisoned with this spell lose 1 health point per round. The spell's duration is 5 rounds per level of the caster.

Resist Poison Cost: 550 Spell Points

The caster can magically enhance the ability to resist poisons of any sort. Once the spell is cast the caster has a 50% chance to resist any poison, plus an additional 5% per level. The spell's duration is 1 round per level of the caster.



The 6th Circinate

Passwall Cost: 600 Spell Points

The caster has the ability to destroy up to 3 walls, vaporizing them instantly. The walls are destroyed permanently. Note, some walls will be protected against Passwall, and will not be destroyed by this spell.

Pitfalls Cost: 600 Spell Points

The caster can destroy up to 3 floor sections, creating tunnels under walls. These floor sections are destroyed permanently. Note, certain floors may be protected against Pitfalls, and will not be destroyed by this spell.

Force Wall Cost: 600 Spell Points

The caster can envelop himself in a protective shield, much stronger than the Shield spell. This protective barrier will absorb up to 50 points of damage, plus an additional 5 points for every level of the caster. It will persist until the damage points exceed its total points.

Wildfire Cost: 607 Spell Points

This spell will cause a bolt of fire to hit a selected target and inflict 1 - 15 points of damage plus an additional 1 - 5 points for every level of the caster, then continue to inflict the same damage at 5 round intervals. The spell's duration is 15 rounds.

Spell Drain Cost: 630 Spell Points

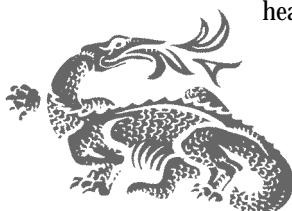
The caster can damage a single selected target's spell point reserve, inflicting 1-50 points of damage to the spell points, plus an additional 1-5 points for every level of the caster. Spell points, like health points, regenerate with rest.

Far Silence Cost: 675 Spell Points

The caster can silence a single creature at range, having a 35% chance plus 2% per level to succeed. Silenced creatures are unable to cast spells. The duration of this spell is 1 round per level of the caster. See 'Silence' for more details.

Lifesteal Cost: 675 Spell Points

Upon casting this spell the caster has the ability to transfer 40 points of health from the single creature at range to his or her own health reserve. The transfer is instant. The transfer will add health points to the caster's health up to the normal maximum for the caster.



The 7th Circinate

Toxic Cloud Cost: 700 Spell Points

The caster causes a gaseous ball of toxic gas to speed outward to a selected target. The single creature so affected will take 1 - 25 points of damage to both health and fatigue, plus an additional 1 - 5 points for every level of the caster.

Wizard Rend Cost: 740 Spell Points

This spell is the bane of wizards everywhere. When cast, the next creature struck (touched) has a 5% chance plus an additional 5% per level of the caster to be both silenced and paralyzed. In addition to this the spell does 15 points of damage to the target's spell point total for every level of the caster.

Shalidor's Mirror Cost: 775 Spell Points

By turning the very air surrounding the caster into a reflective shield, the caster has the ability to reflect spells cast at them back at the opposing caster. The chance is 40% plus 2% per level of the caster. If successful, the caster suffers no damage. The spell duration is 1 round per level of the caster.

Lightning Cost: 780 Spell Points

The caster can fire a bolt of electrical energy at a single creature. The creature struck will take 1 - 30 points of damage to both health and fatigue, plus an additional 1 - 5 points of damage for every level of the caster.



The Arch-Circinate

Medusa's Gaze Cost: 840 Spell Points

The caster has the ability to paralyze a single creature with his gaze. The chance is 50% plus 2% per level of the caster. A creature so afflicted is unable to move and/or protect itself. The duration of the paralysis is 1 round per level of the caster.

Cause Disease Cost: 975 Spell Points

The caster has a 25% chance plus 2% per level to cause a disease on one target at range. Targets inflicted with disease lose 2 pts. of STR, AGI, SPD, and END every round. The duration of this spell is 6 rounds per level of the caster.

Force Bolt **Cost: 1050 Spell Points**

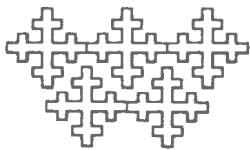
By concentrating the magical aura that surrounds all beings, the caster can cause a magical implosion around a single creature at range. The targeted creature suffers 10 - 30 points of damage to health plus an additional 1 - 10 points for every level of the caster. The targeted creature also has a 10% chance plus 5% for every level of the caster to be paralyzed while the magical aura surrounding it realigns itself.

Purify **Cost: 2590 Spell Points**

Upon casting this spell the caster is healed 100 health points, cured of any poison, and enveloped in a Sanctuary spell that will cause other creatures to ignore him or her, but from which the caster can still cast offensive spells.

Gods' Fire **Cost: 3750 Spell Points**

The caster unleashes a bolt of fire that envelopes a single target, doing 100 points of fire damage, plus an additional 100 damage points for every level of the caster. Needless to say, for a high level caster, this spell will vaporize almost any single foe.





Combat



If you're a type of class that works with weapons, there will eventually come a time when you won't be able to talk your way out of trouble, and your only exit will be through a variety of tough adversaries. This is when you'll have to draw a weapon and show your opponent what a mistake he made in facing you.

Attacking

To draw any weapon you currently have equipped you must left click the crossed swords. You will see your weapon rise onto the right side of the screen. To sheathe your weapon click the crossed swords icon again. Character movement is accomplished exactly the same way as before, by pressing and holding down the left mouse button while the cursor is in arrow form pointing in the desired direction. Swinging the weapon is now linked to the right mouse button. If you move the mouse while holding down the right mouse button the weapon will mimic the mouse movement. The following are possible attack moves:

Melee weapons

Diagonal slash left:

Action with Mouse

Pull the mouse sharply down to the left

Bonuses

-5% to hit, +2 damage

Diagonal slash right:

Pull the mouse sharply down to the right

-5% to hit, +2 damage

Horizontal cut:

Pull the mouse left or right

- 0 -

Vertical chop:

Pull the mouse downward

-10% to hit, +4 damage

Thrust:

Push the mouse upward

+10% to hit, -4 damage

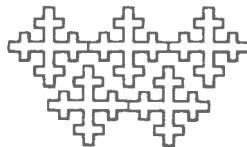
Missile weapons:

Clicking the right mouse button will fire arrows directly to the cursor while it is in the 'X' shape.

With a little practice you'll find swinging your weapon is quite easy. Remember that you must be within a reasonably close distance for most weapons to hit your opponent. You must make the movement quick and decisive. Slow moving of the mouse will not trigger your arm to swing. Also remember that the right mouse button must remain depressed throughout the entire move. You do not have to release the right mouse button after every swing. Simply keep it depressed and swing again. You can also still walk while swinging by depressing and holding the left mouse button, allowing you to wade through battle chopping at the nearest foe.

Treasure

To pick up treasure from a fallen foe, place the 'X' cursor upon the body and left click. You will be told how much gold you find (if any) and see a picklist of items on the body (also if any). Items selected using the left mouse button will automatically be put in your inventory. Remember, equipped items are in yellow, equipable items are in tan, unequipable items are in red (suitable for selling) and unidentified magical items are in cyan, and equipped unidentified magic items are in bright cyan.





Damage, Diseases, Curses, Etc...



The world of Arena can be a deadly place. The following section will aid you in aiding yourself. There are basically 5 things that can affect you in the world; 1) damage to you during combat, 2) diseases, 3) having a curse inflicted upon you, 4) poisoning, and 5) paralyzation. Each of these cases will be taken in turn below:

Damage during Combat

To heal up wounds you have sustained after a big fight, you have a few options. You can:

1. Go to a nearby temple. For a fee they will heal you of all damage you may have sustained.
2. If you are a spellcaster and have a heal spell, you can cast it on yourself.
3. If you have a potion of Healing, you can Use it and it will heal you.
4. If you have an item that has the properties of healing, you can Use it to heal yourself.
5. If you are in the wilderness or a dungeon, or you're in a tavern where you have a room, you can Camp. This will heal you naturally over time. In the world of Arena, characters who rest heal quickly from wounds. It usually takes anywhere from 8 - 16 hours to fully heal from injuries, depending upon your Endurance.

Diseases

If you are unlucky enough to contract one of the many diseases possible in the world, you must get yourself cured quickly. Diseases, unlike other damaging effects, slowly degrade whatever they normally attack. In the case of a disease such as Wound Rot, your Strength, Endurance, and Health slowly reduce until one of them reaches zero. At that point you will die. There are a few options available to you:

1. The easiest thing to do is to prepare beforehand. If you are a non-spellcaster go to a Mages Guild and buy a few Cure Disease potions. These can be used later to cure you of any malady. If you are a spellcaster you should buy or create a spell that will cure disease. You can buy spells from the Known Spellbook, or create them using the Spellmaker.

2. If you are inflicted with a disease and don't have a cure at hand, immediately make your way to an exit. From there you can see if based upon the rate of degeneration, you have enough time to make it to a nearby town. In a temple there can cure you.
3. If there is no town within a day or two, or you are too far from the entrance, search the dungeon. You may come across a potion in some monster's lair.

Curses

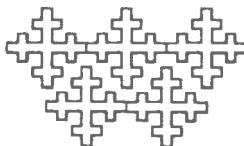
A curse is similar to a disease except that it affects your INT, WIL, PER, and LUC. As with all other degenerative attacks, if any of your stats reach zero, you will die. The good thing about curses is that they seldom have a duration long enough to threaten your life. Still, having your INT down to 15 isn't helpful, nor is it safe. If you are hit with another curse it could kill you. Follow the steps you would if inflicted with a disease and you should be able to ward off a curse or banish it at a temple.

Poison

Poison causes a slow degeneration of your Health. Obviously if your health reaches zero, you will die. Once again the steps to preventing it are relatively simple. Prepare beforehand. Buy the necessary potions and or spells to safeguard yourself. If you find yourself in the unlucky circumstance of not having any of these things, try resting. Certain poisons will wear off given time. Others will continue until you are dead. Don't take a chance. Keep your health as high as possible until you can rid yourself of the poison, whether that be through a spell or potion or at a temple.

Paralyzation

Paralyzation is unique in that whatever paralyzed you is probably still around. The only good defense is to have a spell or a potion that you can use to cure of it. (Don't worry, paralyzed characters can move enough to take a potion, just not to fight or run) You can also cast some other type of spell such as Invisibility or Sanctuary, which would cause the monster or person to ignore you. Hopefully the spell will last long enough for the paralyzation to wear off. If you don't have any of these options you are in some trouble. The monster will continue to attack you. Although further attacks won't add to the paralyzation time, rarely does it have to. Your only hope is that the effect wears off quickly. As stated before, the best defense is to prepare beforehand.





The Bestiary



There are many vile and dangerous foes which inhabit both the upper world and the lairs and caverns underneath. These creatures can be dangerous to the experienced, deadly to the uninitiated. The following Bestiary outlines some of the adversaries you may face while you journey in the world of Arena.

Rats

Scavengers, these disease-ridden vermin crawl through many of the cities sewers, or make their home in places where they can use their numbers to attack and bring down larger prey.

Goblins

Goblins are vile, nasty creatures, short in stature and almost rodent-like in their frenzy to feed. Very stupid but dangerous to the inexperienced.

Lizard Men

Once thought to be distant cousins of the Argonians, it was soon evident that these lizard men had nothing human within them whatsoever. They are a race of carnivorous reptiles, whose use of language stretches only far enough to communicate the location of their prey to the rest of their hunting party, which then move to attack and feed.

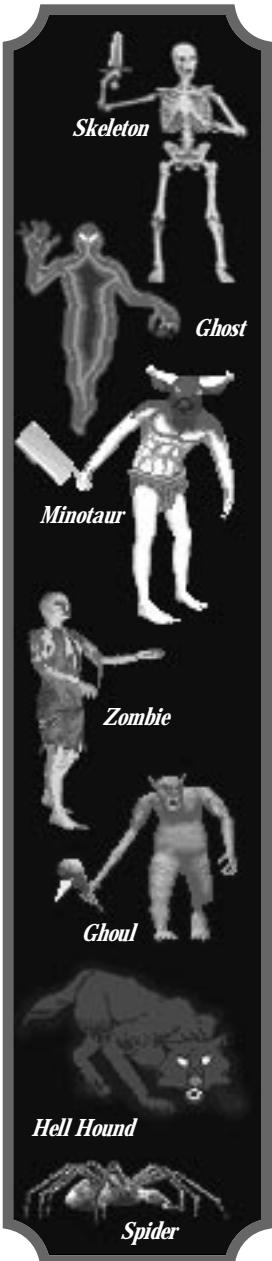
Wolves

These are cunning, dangerous hunters who inhabit mostly forests and glens. They use their highly developed sense of smell to track their prey. They hunt in well organized packs, and are known for their ferocity in battle. It is rumored that far to the north is a larger more dangerous version of the normal wolf. These Snow Wolves are said to be able to freeze their prey using some sort of magic.

Orcs

Orcs are a larger version of goblins. Indeed, scholars have often speculated that these two creatures are somehow related. Nevertheless, they are stronger than their cousins, and very dangerous, often equipping themselves with weapons found on their opponents. They are not overly intelligent, but are cunning enough to stalk their prey and set up ambushes.





Skeletons

Skeletons are undead creatures, once human, now animated by some forces either magical or supernatural. They usually are set to guard certain places, such as burial crypts or vaults. They have a single minded purpose, and will track their foes until the hapless victim is found and destroyed. Skeletons are resistant to edged weapons.

Minotaurs

These creatures have the body of a man and the head of a bull, and are cruel man-eaters. They are not particularly intelligent, but can track a man by scent alone. They are very strong and slightly resistant to magic.

Spiders

These arachnids are of the giant variety, very poisonous, and extremely fast. They often inhabit places underground where the moist depth can keep their chitinous skin pliable. They are highly carnivorous, and will attack without provocation, using their paralyzing venom to incapacitate their intended victims until they can be fed upon.

Ghouls

These undead are the carrion eaters of dungeons, crypts, and other burial places. They feast on human corpses and other rotting flesh. Although they are not intelligent, they have a natural cunning that aids them in finding food. Because of their vile habits, ghouls have a chance of transmitting a disease to those they bite.

Hell Hounds

These canines are actually from the nether planes, usually summoned by some powerful being to perform a service. They attack with their powerful jaws, or with a fire breath that burns their intended victims. They are resistant to fire based spells.

Ghosts

These were once human, but are now trapped between here and the ethereal plane. They exist as spirits only, but have a chilling effect upon those they attack. Ghosts have the ability to drain a wizard's spell points at range. Ghosts are difficult to hit, and often hide themselves in the shadows, where they are effectively invisible. Ghosts also have the ability to see invisible creatures.

Zombies

These undead are dangerous indeed, for they carry with them the curse of their deaths. Those who are struck by a zombie have a chance of getting a rotting disease, which will slowly but surely eat away at their health, eventually turning the hapless victim into a zombie also.

Trolls

Trolls are shaggy, green-skinned creatures which often are set to guard areas by high level mages. They are generally stupid, but regenerate any damage done to them quickly. Killing a troll is almost impossible, for doing so would require that the damage was done in such a way as to destroy the flesh, rather than just sever it. It is for this reason that they make such formidable adversaries.

Wraiths

Wraiths are the spirits of long dead mages, trapped into this state either by the circumstances surrounding their death, or by being called up from the dead by a more powerful Wizard. They often are set to guard things, or to patrol different areas. It is known that Wraiths can cast spells, and will do so in order to destroy any who trespass into their domain. Wraiths also have the ability to see invisible creatures.

Homonculus

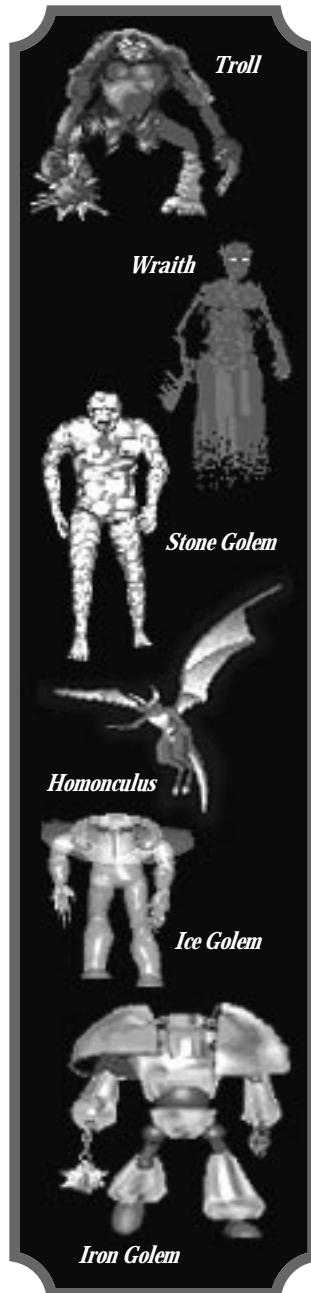
A strange being created by a high level Wizard who has somehow combined the properties of certain spells with parts of various demons. These creatures are often set to guard areas, using their ability to fly to patrol corridors. They have the ability to cast spells, using these effectively with their normal attacks to ward whatever areas they have been set to guard.

Golems

Golems are creatures created by those practiced in the arcane arts. They are fashioned from a material to resemble a human form, then animated and set to particular tasks, whether that be questing for an object or guarding a tomb. There are three varieties known to exist in the land; Ice, Stone, and Iron. Any of these are dangerous, each with its own special abilities, immunities, and spell casting powers. Defeating one is a feat well worth praise, for they are very formidable opponents.

Daemons

These creatures are from the netherworld, often gating themselves into our plane of existence on some errand of their choosing. They are dangerous foes, highly intelligent, completely chaotic in nature, and powerful in the ways of magic. Often they are very resistant to fire, and are subject to attack only by special weapons. They are very dangerous to face. Fire daemons also have the ability to see invisible creatures.





Medusa

The medusa is a creature with the upper body of a woman and the lower torso of a snake. It writhes along using its hands and body to wind its way through its lair. Medusa are very strong and intelligent, and armed with a fearsome weapon. Their gaze has the ability to paralyze an opponent. Because of their magical nature, they are immune to weapons below a certain quality.

Vampires

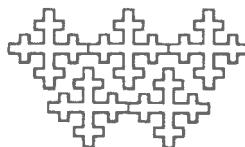
With the exception of a Lich, these are perhaps the most feared of all the creatures which prowl the land. Vampires are exceptionally intelligent, very strong, and very fast. They are immune to most normal weapons, and regenerate lost health points. Silver weapons do double damage however. Because of their reclusive nature, not much else is known about these powerful undead Lords. They are believed to have spell casting ability, the ability to see invisible creatures and the ability to command other creatures. They are a fearsome foe indeed.

Liches

These creatures are Wizards who have attempted to cheat Death by prolonging their life through the use of spells and such, eventually turning themselves into a form of the undead. Few have ever faced such a creature and lived to tell the tale. It is known that they are very powerful, able to defeat high level characters easily, and able see the invisible.. They are known to have immunity to most forms of weapons, regeneration capabilities, and any other powers that would be associated with a 20th+ level mage. You are cautioned, these creatures are beings of such power that it would be foolhardy to face one without properly preparing yourself with powerful equipment or artifacts.

People

It is a sad commentary to include those of our own race in this list of creatures and foes, but there are those traveling the land of Arena who would see profit through your pain. These people come in as much variety as you or I, some following the paths of the arcane, others familiar with the sword and shield. Do not underestimate any who would approach you. Their skills can be as deadly as your own...





General Hints and Tips



Game Play:

My character dies a lot when first starting out. What am I doing wrong?

Nothing. The starting dungeon in which you find yourself is designed to help you advance in levels before venturing out into the 'real' world. USE IT! There are numerous caches of money, weapons, and magical items. If you are careful exploring this area, you can leave the dungeon probably around 3rd level. One last hint, areas which are raised off of the floor are safe to rest in, provided there are no monsters currently alive and within range of you...

It seems like there aren't any noble quests to participate in.

When do I get them?

Quests are earned based upon your reputation and level. At low levels, Kings and Queens will seldom look to you as their champion. Be patient and work hard. Once you begin getting into the higher ranks, your reputation will proceed you and you will find that rulers of different cities will try and enlist your aid.

How exactly is leveling computed?

Take the number required for your class to reach 2nd level, then multiply that by 1.875. This is roughly what you need for the next level after that. The reason we say roughly is because the actual multiple varies a bit from subclass to subclass, depending upon their special abilities.

Sometimes I'll have a monster right in my sights while I hide behind a corner, but when I cast my spell at him the spell impacts the wall. How come?

Remember that the spell effect has some space associated with it. Although it probably isn't in your best interests, you need to give the spell some room to fire. Try (carefully) sliding out a little further before casting.

It seems like playing certain characters gives me an advantage. Can the game be won, say with a Thief?

Yes. While it is certainly true that certain classes have advantages over others, they are balanced out by needing more experience points at each level. As a result a Thief class character will generally be of a higher level than say a Spellsword. This directly translates into a better chance to hit an opponent, better saving throws, and higher base stats. It is imperative however that you adequately prepare for a dungeon by stocking up on potions and magic items. They can make the difference between life and death. We know there are a number of ways through each puzzle / area in the game that are achievable by any class. In your travels you will probably come across others.

I want to get into a dungeon right away. Where is one located?

If you want to try your hand in a dungeon quickly, (besides the one in which you start in) there is one located just south of Ebonheart, in the Morrowind province. Good luck...

For some reason the load time in the game is very long, sometimes as much as 2 minutes. Can anything be done?

Yes. We highly recommend that you run Arena with SMARTDRIVE or any other disk caching utility. We have found through testing that a disk cache can reduce load times from 2 minutes to 15 seconds! For instructions on installing SMARTDRIVE on your PC consult your DOS manual or go to the directory with SMARTDRIVE (usually your DOS directory) and type:

SMARTDRV /?

You can also edit your config.sys file to include the following line, provided that you have SMARTDRIVE on your local hard disk:

DEVICE = DRIVE:\PATH\SMARTDRV.SYS DRIVE LETTER

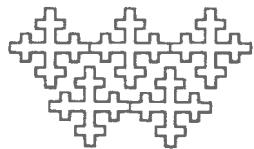
Using the above example and assuming that SMARTDRIVE is in your c:\DOS directory, you would enter the following into your autoexec.bat:

DEVICE=c:\dos\smartdrv.sys c

Keep in mind that Arena needs 600K of RAM to run. SMARTDRIVE automatically tries to load itself into high DOS memory. This is correct. The problem arises when you are running many TSR's (Terminate and Stay Resident programs) in high DOS memory. If there is not enough space then SMARTDRIVE will try and load into low DOS memory, dropping your RAM total below the 600K minimum. This will not be enough to run Arena, and the game will crash. If you have many TSR's running, we recommend that you use the install program to create a bootable floppy disk. You can edit your autoexec.bat on the floppy disk to initialize SMARTDRIVE. This will ensure stable operation of the game.

Is it safe to run Norton Speed Disk with Arena? Will it make a difference?

Yes. Norton Speed Disk is quite safe to run with Arena, and can speed up disk access time while playing the game. It is best to run Speed Disk before installing Arena, but running it after will not cause any problems. Select Full Optimization when running this utility. Once the disk memory fragmentation has been repaired, you will find that the game will run faster and smoother, with less time spent while the hard disk searches for information.



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